TOVE GILLBRING ◆ ANDERS GILLBRING ◆ LUKAS THELIN

WESTERN

LAW OF THE LAND

Guest Customer (Order #49645230)

WESTERN

★ THUNDERBIRD PUBLISHING ★

TOVE GILLBRING
Game Designer
Text and editing

ANDERS GILLBRING
Game Designer
Design and maps

LUKAS THELIN
Lead Artist
Cover art and illustrations

★ CO-WRITERS ★

GUNILLA JONSSON & MICHAEL PETERSÉN
Talents and Obstacles, Create Your Own Gun, Cartridges & Troop Battle

ÅSA ROOS
Diseases, Mounts & Voodoo

HENRIK ÖRNEBRING
The Supernatural

JOHAN ENGLUND
Spiritualism

OLA JENTZSCH
Background Chinese People

ABE BERGEGÅRDH
The Role Agitator

THERESE LARSSON
Artwork on Animals & Mounts

★ GAME TESTING & THANKS ★

We have played Western with hundreds of gamers on Swedish gaming conventions each year, dating back to 1998. The feedback has been invaluable. Some deserve even more praise for their help. Thank you:

Conny Andersson
Louis Dubois
Tobias Eliasson
Axel Håkansson
Lars Johansson
Michael Leck
Michael Petersén
Robert Bjurshagen
Anders Edgar
Frederick Frank
Johannes Hörnberg
Gunilla Jonsson
André Nordin
Erik Winterqvist
Daniel Bäcklund
Peter Edgar
August Hahn
Emilie Ihre
Christoffer Krämer
David Nordin
Andreas Äleviken
Måns Danneman
Charles Eklund
Peter Hedman
Christian Johansson
Adam Mattsson
Per Wetterstrand
Henrik Örnebring

★ TRANSLATION ★

Niklas Almgren
Henrik Örnebring
Jessica Augustsson
August Hahn
Daniel Krauklis
Simon Stroud
Andreas Lundström

PRINTING HOUSE
GPS Group
Austria 2024

ASKFAGELN
Sveavagen 110
113 50 Stockholm

ISBN
978-91-87987-06-9
First Edition: 2024

© Askfageln (text, game design, concept, artwork & maps)
Western the roleplaying game is a registered trademark owned by Askfageln.
All rights are reserved.

ASKFAGELN.SE

Guest Customer (Order #49645230)

★ CONTENT ★

AMERICA 1876

AMERICA 1876 ..... **8**
The State of the Country 11
Myths and different approaches 12

REPUTATION

REPUTATION **14**
Honor 16
Fame 18
How You get Recognized 20
Using One's Reputation 21
Reactions 21
Scum 22
Honor 22
Dishonorable 23
Neutral 24
Honest 25
Hero 26
Outlaw Reactions to Scoundrels 27
Organizations 29
Example of Reputation 30

COMBAT

QUICKNESS **32**
Who is the Fastest gun? 34
Cool Under Fire 36
Example of Quickness 37

MARKSMANSHIP **38**
Firearms 40
Archery 42
Throwing 43
Range 44
Example of Range 44
Defense 45
The Hit Template 46
Example of Marksmanship 48

CLOSE COMBAT **50**
Moves 54
Boxing 56
Fencing 57
Fighting 58
Kung Fu 59
Savate 60
Wrestling 61
Example Close Combat 62

BATTLES **64**

ARTILLERY & EXPLOSIVES **70**
Example of Battles 74

Guest Customer (Order #49645230)

INJURIES & DISEASES

WOUNDS & INJURIES 78
The Injury Table 80
Example of Injuries 81
Blood Loss 82
Con Loss 82
Recovery 85
Permanent Injury 86
Example of Permanent Injury 86

DISEASE 88
Receiving Care 90
Common Diseases 90

DRUGS & POISON 96
Drugs 98
Example of Drugs 101
Poison 102
Poisonous Animals 104
Patent Medicines 106
Manufacture Medicaments ... 110

WEAPONS

THE WEAPONS' TABLES 112
Firearms 116
Military Weapons 118
Melee Weapons 119
Throwing Weapons 119
Bows & Arrows 119
Whips 119

WEAPONS' DESCRIPTIONS .. 120
Revolvers 120
Derringers 126
Volcanics 128
Muzzle-Loading Rifles 128
Breech-Loaders 128
Repeaters 130
Machine Guns 134
Artillery 136
Explosives 138
Brawling 140
Long Blades 140
Knives 140
Objects 142
Axes 142
Whips 142
Native Weapons 144
Throwing Weapons 144
Create Firearms 146
Example of Weapons 151
Holsters 152
Cartridges 156

ANIMAL & CHASES

THE WILDERNESS 162
Animals of all Kinds 164
Wilderness Encounters 171
Scenario Seeds 175

MOUNTS 176
The Mounts' Attributes 178
Appearance & Markings 190
Equipment 191
Caring for your Mount 192
Train your Mount 194
Competing 196

CHASES 198
Movement during Chases .. 202
Fumble during Chases 203
Terrain Markers 204
Terrain
Cities 206
Towns 207
Mountains 208
River 209
Prairie 210
Forest 211
Swamp 212
Desert 213
Example of Chases 214

Guest Customer (Order #49645230)

THE SUPERNATURAL

THE SUPERNATURAL 218
- The Calling 220
- Sinning and Penance 221
- Mambo 222
- Medium 222
- Preacher 223
- Shaman 223
- Religious Ceremonies 224
- Faith 226
- Miracles 228
- Spirits and Demons 230

CAMPAIGNS & SCENARIOS

CAMPAIGNS & ADVENTURES ... 233
- Adventure Structure 235
- Players Characters 236
- People from the Life Paths... 237
- Tips and Preparations 239
- Realism 240
- Campaign 242
- Action 244
- Scenario Generator 246

NPCs 250
- British Names 254
- Mexican Names 256
- German Names 258
- French Names 258
- Chinese Names 259
- Archetypes – Lawmen 260
- Archetypes – Outlaws 262
- Archetypes – Workers 265
- Archetypes – Townsfolk 266
- Archetypes – Saloon 269
- Archetypes – Military 270
- Archetypes – Native People.. 271
- Archetypes – The Frontier... 272

ADVENTURE & FORMS

THE LAST RAID 274
- Background 276
- Rumors 280
- Agendas 281
- Events 284
- Maps & Descriptions
  - Overview 293
  - Buffalo Gap 295
  - Sheriff's Office 299
  - Pleasant Creek 301
  - Comancheros' Hide Out . 302
  - Fort Sill 303
- Non-Player Characters 310

INDEX 312

FORMS 314
- Player Characters 314
- Reputation 314
- Create Your Own Gun 315
- Close Combat 315
- NPCs Character Sheets 316
- Chases & Races 316
- Combat 317
- Troop Battle 317

TARGET TEMPLATES 318

FIXED TEMPLATE 324

Guest Customer (Order #49645230)

★ BACKERS ★

IN LOVING MEMORY OF MY WIFE TOVE, WHO MADE THIS GAME COME TRUE

Luciano Vieira Velho
MO Bredsdorff
Krishna Lonkani
kirkesque
Temple Phoenix
Matt Fox
Måns Danneman
Claes W. Tovetjärn
Marijune Lejsund
Peter Baldwin
Francis Helie
Simon Stroud
The Freelancing Roleplayer
Christian T
Edward McEneely
Karl Kreutzer
Philippe Marcil
Timolution
Scott Maynard
Matthew Broome
Bodo
Wade Geer
Marcel Torz
Mattiaz Fredriksson
Michael Reilly
Michael Nusbaum
Anders Håkon Gaut
Rodney Thompson
Brian Koonce
Dave "Wintergreen" Harrison
Mister Walter F. Croft
Stephen A. Lee
Chase Street
Paul & Stacy Schulze
Paladin von Korff
Patrick Healey
Kevin Tompos
Kyle Thompson
Fred Herman
Michael Humphreys
Jonathan Baldridge
Nathaniel
Kenny "Trickshot" Riehle
The Tekwych
Sigurður Jónsson
Darren Johnson
Robert Barkhald
JP
Tobias Niemitz
Rebecca Hunt
Mitch Keddie
Marek Hendziak
Katharina & Klaus Schrempf
Chris Nord
Phiol McGregor
August 'Midnight Rider' Hahn
Paul "FatPob" Goldstone
Shannon R. Lewis.
Ken Finlayson
Eric Coates
Thalji
Abner Rodrigues
Henrik Örnebring
Fox Carter
Kristopher Arseneault
B. Stine
Åsa Roos
BigAl
PetePeteRepeat
Nathan Joy
Eigen John T. Ignacio
Matthew J. Barlow
Kevin Kostello
Michele Paroli
CM Morgado
Johan Englund
Leslie Smith
Ulrich Drees
Donald A. Turner
Rich Bailey
Thomas Willoughby
Fery
Zak Guder
Felix Le Rouzes
Patrice Mermoud
Peter Holland
Paul McBride
David Poppel
Benjamin Chee
James Ho
Paul Edwards
Sebastien Hauguel
Joe VanSchaick
Daniel Boyle
Robert De Luna
Mikko Kauppinen
Theo
Jeffrey Scott Hessell
Brian Griesbach
Oliver Ashour
peter peretti
Rhea Shelley
Justin Salmon
Jack Norris
Renan Barcellos
Wolfgang Griessl
Jayson Rutledge
Todd Cash
Albert Cukingnan Jr.
Micael Fryksäter
Benjamin Brown
Cam Banks
tomas j skucas
Brian Toler
Richard W. Sorden
Analog Games
Russell P
Tozogawa
Alberto Camargo
Max Kalus
Mirco Adam
Tommi Koivula
Steven Humphries
Johannes Erichsen
Christian Cordéus
Thomas Fassnacht
Philip S. Bolger-Cortez
Pascal Koos
Cornicer
Abhishek Ray
Christoffer Krämer
Erik Sundqvist
Matt '7 years older' Jackson
Brennan See
Youseph Tanha
Marvin Snijder
Simon 'Ugavine' Holden
Dennis M
Christine
James Quigg, Gentleman Brawler
Thomas Caspersen
Jared Leeb
Andrew Franklin
alphapsa
Gunter Raffelsbauer
Peter Brink
Martin Greening
Erik de Graaf
Weike Victor Kuo
Todd Stephens
Karsing Fung
Charles Allen
James Dunn
Jason Allen
Wright S. Johnson
K.M. Seanor
Brad D. Kane
J. Beard
Thomas Biskup
Ron Smay
J.Odenhage
Jonathan A.
Jeffrey Campbell
Chris Bekofske
Robert Leeson
Kyle Davison
Bartosz "Stopersson" Stopczyk
Adumbratus
Johannes Läuffer
Erik
Martin Blake
Ben Simon
Michael Dopheide
SunshineXP
Jakob Paarup
Marshall Todd Mabie
Aaron J. Schrader
Laurence J Sinclair
JB Joyner
Wajanai Snidvongs
Edouard Contesse
Matt Paluch
Jost L. Hansen
Christopher "csmithere" Smith
Thomas R.
Dr. Rich Staats ("TheDrGames")
Burny
E Blaine
Terrell Scoggins
Daniel Wilks
Alex Turpin
Xavier Brinon
C Daniel
Marco Grosso
Shawn Walters
Robert Andersson
Fran Marrero
Fredric
Brett Bozeman
LFJ Docherty
Pete Cadwell; Carlos "One dollar" Hernandez; "Frenchy" Prejean
Nicholas Peterson
Mark Solino
Rui Correia
Ley Osborne
Shane Driskell
Fernando De la Guardia
Edward Ray
Matthieu Rider
Russell Cox
Warren P Nelson
microbella
Zanshi Kaijin
Konig-Wolf

Guest Customer (Order #49645230)

★ BACKERS ★

Charles J Motley
Stordraken
Stephen Rodger Benson
Omar Amador
Philipp Croon
James Palmer
Nick Taylor
Rob Lowry
Craig Dedrick
Rob Vaca
Shen Hung-Yang
Jason Baldwin
Daniel T. Kulhanek
Kevin Eslinger
Jeff Welder
Nicholas Winston Bailey
Johnny West
Andrew Bleecker
Jonathan Combs
Shunkaha
Ben Blanding
Devin VanDalinda
Jim Fisher
ZahanMara
Ron Sojo
Simon Roe
Mathieu Lapierre
Marc Carozza
Simons Fault
Warren Crown
Shane Ivey
Daniel Beathalter
Ken Capelli
Anthony
Andrew Dacey
Julian Breen
Tim Harding
Luc Lavergne
Dave Semark
Toml
Robert G. Male
Matthew Yerkes
Cornelis Debruin
Marc Curlee
John Baldwin
Balabanto
Christian Lehmann
Daniel Fernández Rubio
w david lewis
Louis Sylvester
Anderson Todd
Serge Alaterre
pookie
Nelec
Henrik Hellbom
Jameson
Alessio Serini
Jack Gulick
Kielo Maria Maja
Sergi
Martin Gallo
Grzegorz Bereza
Nils Sofus Borg Mogensen
Eirik Bull
Gilles Cherrier
Christopher Robichaud
C. Ricketts

Alicia Wright
Mikko Hyökki
Jan Senten
Ermes Cellot
Mattia Norando
Andrew Walker
Povilas Gecas
moxou
Martin Legg
G. I. Garcia
Jason Domenico Italiano
Scot Gowers
D Keith Mount
IanMWard
Patrick Lüdemann
Tom Miskey
David Dierks
Karl "the GMologist" Rodriguez
Benjamin Koch
My Awesome Princess Julie
Kurt
Ignacio Granados Jiménez
Derek Arthur Hastings James
Merioch
Karamu Phoenix
Sean Donnelly
John Bowlin
Jason C Lund
Daniel Henderson
Giles Pritchard
John E. Bedder-Green
Chris
Evan Riley
James Morton
Jimmie Kaare Nielsen
Heine Stick
Craig Bishell
MJB
Erich McNaughton
Phalanx Games & Sundry
JJ Parus
Hans Cummings
Craig Majors
Paulus B
Olivier Matra
David Hollingworth
Bryan Whitlock
Christopher Coulter
Pete Maller
Jonas Karlsson
Darkskies
Leif Westerholm
Thomas Santilli
Andreas "Kohlhaas" Rieger
Merrick Durling
BD
Gösta
A V Jones
Chuck Modzinski
Matthew Stich
Thomas Krømke
Benevolentgamemaster
Luca Cherstich
James Harness
Dennis Harry
Wayne Roberts
Joan Julia Trias

Moritz Freyer
Hank Cappa
Lothar Tuppan
Mickaël Thielleux
Matthew Truong
Spamy
Rajan Khanna
Sam Heazlewood
Bethan Nye
Lorenzo Bandieri
Elmar
Graham De Young
Jack Alexander
Mike SJT
Kazanabo
Patrick O'Shea
Jürgen Thuro
Thuro
Loïc Durand
Napoléon le Chat
TJIDDY
David Derrick
Max Glasner
Andrew MacLennan
AT
Nic Bradley
Rainer Wocher
Jeff W. Aldridge
Kiryatan
Brian Hunt
Godfrey Siu
"Doc" Tyler-Jones
John Taber
Jeff Robinson
Simon Goldkuhl
Jesse Morgan
Paul Robert
Jan Egil Bjune
Brett Daniel
David Stephenson
Patah Gesson
Michael Bowman
Murray Dahm
Gray Doman
Brennan Sheremeto
Emanantvolition
Alex Villemure
A. Balkham
William
Michael Heilemann
Matt Sanders
Brian S. Holt
Sandler L. Bryson
Fabio Abilio Gomes de Almeida
Aaron Koelman
Simon Weinert
Rob McKavanagh
Björn Flintberg
Ida Fontaine
Andreas Baumgärtner
Kurt McMahon
Stephan HR
Chen-Hsun Chiu
Tom "Xorron" Hoefle
Explewd
Mark Ruffles
Ged Trias

Jussi Myllyluoma
Charles Hayes
Renato Da Conceicao
Jeffzilla
Tony Wilson
Jesse Allison
Nick Meredith
Søren Kristensen
Gilen
Scott B. Thompson
Felipe Nogueira
Alain_TAUVERON
Randall Windleaf
Ewan Spence
Christopher Dawson
Jeff "Mr. Shiny" Carey
Chris Challacombe
Leon C. Glover III
Joseph Moon
David Karoski
Christian WJ Barrett
Kay Mac
Tymoteusz Demel
Thomas Jakobsen
Kim Houtmeyers
Staffan Björk
Bavo Thuwis
Tomislav JakšiĐ
Joshua Brown
Erik Growen
Carl Domaille
Chris Hartford
anon
Lars Citronen Johansson
Ed Kowalczewski
Josh Hadden
Clay S. Broeker
Jonathan L. Howard
Chris Cowger
Michael Stevens
BMH
S.L. Harris
Bernd Splettstößer
Sam Wong
Gustavo Rocha
Astrid Navarro
Gerykhan
9thLevel
Christian Bald
Benjamin R. Terry
Tiffersnb
Brian M. Kowalski
Eli Rey
Marc Pantel
Steffen Wi
Todd C Gibel
Kjell Ahlström
Michael D. McPheeters
Hans Brunnström
Johan Strömblad
Jaime Matthew
Jason Jordaan
Eric D Garrett
Andrew "Baron Fortnightly"
James
Spectrum
Jason

Guest Customer (Order #49645230)

AMERICA 1876

Guest Customer (Order #49645230)

AMERICA 1876

With pride and delight Douschka Pickens raised her rifle and cried out "Hurrah for Hampton!" Immediately the armed redshirts did the same. The Jeanne d'Arc of the South, as she was called, stood before the crowd and with a loud voice asked "Who do we want for Governor?" Once again the crowd was with her, the response came instantly "Wade Hampton – Hampton or Hell!"

She answered "Then you know what it'll take. It all comes down to you. Stop every stinking republican from voting, let them know what awaits if they oppose you! But do it smoothly. Daytime we march the streets and chant our slogans. Nighttime is we take action with threats and violence. Then we'll win!"

Western mixes the classical myth of the old west with realism. You will meet stone cold desperados, merciless bounty hunters, untouchable lawmen, valiant Native American warriors, corrupt politicians, and doomsday prophets. The last areas of wilderness has not yet been overtaken by civilization, but it is a world that is about to change drastically. People's desire to explore the frontier and their need for adventure is pushing back the wilderness. Large portions of the country are being taken over by settlers and fortune seekers. The Civil War ended ten years ago but the bitterness and antagonism that divided the country still exist.

New conflicts are also appearing on the horizon. There are ranch wars on the prairies. Gold rushes lure thousands of people hoping to strike it rich. Villages live in fear of bandits and justice is made by those with the fastest draw. The United States of America is getting ready for its Centennial.

Most political and financial power is in the North. Corruption runs high there and those who are rich and powerful enough can do whatever they want. In the pursuit of lucrative contracts and claims, they can buy the muscle needed to take that which they cannot buy. In the South, white racists try with every means possible to deny freed slaves their civil rights – most of all their right to vote. In the West, the extermination of the Native American tribes and their culture is at its worst. The army has been tasked with making the tribes move to reservations, often far from the lands they have lived in for generations. These are troubled, turbulent times.

NEVER FORGET, NEVER FORGIVE

When the player characters enter the scene in 1876 it has been eleven years since the War Between the States ended, but the scars remain. Almost every family on the East Coast has lost a family member in the long war that started because the southern states refused to accept the abolition of slavery and instead declared their own nation. The North prevailed due to more manpower and money. In the end, the southern states were incorporated back in the Union after a long and bloody Civil War.

Homecoming was painful for many. All around the country, lone avengers from both sides are searching for the ones who murdered their family and destroyed their home. During the Reconstruction era, southern politicians have seen their worst fears come true. Slavery has been abolished, black men have gotten the right to vote, and Union troops have occupied the South to make sure that the laws and regulations of Washington are upheld.

In recent years the power has slowly began to go back to local administrations as a result of their agreement to approve the amendments to the Constitution as stated in the *Reconstruction Act.* The veteran soldiers of the old Confederacy have been pardoned, so long as they swore their allegiance to the United States of America. For some veterans, however, that was an absolutely unthinkable thing to do. They would rather turn to banditry south of the Mexican border or even live as outlaws, than promise their allegiance to their former enemy.

Guest Customer (Order #49645230)

NEW WINDS IN THE SOUTH

The old Southern way of life is gone. The Southern states have been heavily taxed and put under the guardianship of politicians from the North. Some money has gone into rebuilding what was lost in the War, such as railroads and schools. Every cent spent on taxes for northern initiatives such as the *Freedman's Bureau (*who make sure the former slaves get wages for their labor and education, among other things) is considered corruption by many white people in the South. Many of them feel robbed, especially those who had to sell land to *'carpetbaggers'* – greedy and unscrupulous men from the North, often Union veterans, who were stationed in the South during the war.

Defeated but not broken, many southern veterans head out west to make a new life for themselves. Some sought refuge in Mexico, fighting a Civil War of their own made worse by France sending troops and installing Emperor Maximilian on the throne. Confederate veterans often fought on the side of the oppressive Emperor in spite of viewing themselves as victims to Northern occupation (neglecting that the South fired the first shot).

Slaves have been liberated and in word (if not in action) given the same rights as the white people. Ways to keep oppressing them include letting them tenant land at an overpriced rate and demanding literacy to get the right to vote even though this was forbidden knowledge for slaves. Many racists organize into white brotherhoods such as the *Ku Klux Klan*. They provide worthy enemies in many adventures.

SOLDIERS HUNTING FOR GLORY

Soldiers from the North also carry bitterness. No matter how bravely they fought, most of them were no longer needed as the US Army downsized when the war ended. Many had trouble adjusting back into their old way of life. Some headed south with what valuables they had to make their fortune in the chaos there. They could buy lands and buildings from their old enemies at ridiculously low prices. The Southerners despised and hated them for this, but many Yankees who had come from modest backgrounds rose to become rich businessmen.

Others just wanted to get away from anything reminding them about the war. They went out west in search of easy money or just a new life. Still, their most prominent talent is handling a gun in combat.

When the US Army was decimated, most officers had to accept demotion if they wanted to remain in the service. There is a constant struggle to distinguish oneself in the field to reclaim rank and honor. Few want to be stationed in the South where they are loathed by the locals, especially since the battlefields against the Natives are out West. The most ambitious of these officers is George Armstrong Custer. His lust for glory is rivaled by none.

Colored soldiers, often called buffalo soldiers, serve in their own companies. They get the hardest, most boring, and dangerous assignments. All their high ranking officers are white. As far as the army is concerned, the war was to preserve the Union, not to bring equal rights regardless the color of one's skin.

Guest Customer (Order #49645230)

THE END OF THE GREAT PLAINS

The Native Americans, believing in a peaceful coexistence with the newcomers, have become disappointed. Treaties have been ignored while the number of white soldiers has increased and railroads have stretched from one coast to the other. The buffalo has become all but extinct in just a few years. This has led to many wars between the tribes and the US Army.

The tribes who have accepted the peace treaties are forced to live on reservations. Even nomadic tribes see their way of life being replaced by farming infertile soil. At least they get food and medical care on the reservation, though shady Indian Agents make large profits from starving the Native Americans and providing rotten meat and blankets that spread diseases.

When the Native Americans, weakened and bitter, revolt against this treatment there are officers like Custer who will gladly quell the rebellions. Some warriors still fight for their people's way of life, while others seek justice or revenge.

Those who stand up for the rights of the Native Americans often just want to christen them and make them civilized. The children are considered the key in this process. Schools run by priests often demand the Native children abandon their language, religion and traditions and learn how to be good Christians.

A LITTLE HOUSE ON THE PRAIRIE

America has become a sanctuary for dissidents from all over Europe. Many have fled here to escape religious persecution and hardships. They believe they have arrived in the land of opportunity, where all it takes to succeed is hard work. The big cities on the East Coast have slums that swallow many of these people and their chance of success is small. Therefore, caravans of settlers keep heading west, trying to reach the new lands available to anybody willing to farm them.

THE WILD CATTLE TOWNS OF KANSAS

There are a lot of cattle in Texas. Further north, people are ready to pay good money for a delicious steak. Since 1867, cowboys are driving great herds of cattle to Kansas, from where the cattle are transported to slaughterhouses in Chicago. In the Kansas Cattle Towns, there are plenty of saloons, brothels, and gambling halls just waiting for weary cowboys who have been working hard on the trail. They get paid on arrival and are often, just a few days later, broke again until they have delivered the next herd.

THE LAW WEST OF PECOS

A lot of different people meet out West, where justice is often decided by the one with the quickest draw. There are many conflicts between settlers and the people who first claimed ownership of the land. Quarrels over taxes, land, and water are most common.

The law is often introduced in stages out west. At first there is no law, instead might makes right. Then people start to cooperate to gain some kind of justice from councils and vigilantes making the law. Some run a bigger risk of lynching than others, whether guilty or not. After that, organized but private law takes over. The rich can buy their own justice, through rigging elections or hiring Pinkerton agents and gunslingers. Only once the society is more stable, with more women and children, does true law gain in influence.

The relationship between the Mexican people and the *'gringos'* are not always that good. Mexicans run a higher risk of being hanged. It is not unusual for white societies to hang Mexican horse and cattle thieves, all in accordance with the law, only to ride south over the border themselves to steal Mexican cattle.

Mexican villages were struck hard during the war (1864-1867) between French occupation forces working with Emperor Maximilian and the elected president Benito Juarez and his revolutionary army. These villages are often plagued by bandits who come to claim money for *'protection'*. If a Mexican child asks the characters for help, he probably needs it.

GOLD AND GUNS

The hunt for gold makes prospectors move from one place to the next in search for riches. The mere rumor of a strike sparks a gold rush. Shops, saloons, and brothels follow suit. Charlatans and gamblers often move to mining towns full of prospectors with fresh gold in their pockets. Desperados are not far behind, and where they go the merciless bounty hunters follow. Sooner or later there will be a need for a lawman to keep the order. It is not uncommon, however, that the lawman in one boom town is wanted in another.

A WORLD IN CONSTANT CHANGE

America 1876 is pulsating with life. Old conflicts still loom as new issues create problems. In the wake of the depression, salaries have been cut and poverty is spreading. Workers begin to organize, but are sometimes met with violence. Some companies even hire infiltrators to stir up trouble to bring the Unions down.

Demands for reforms grow stronger in other areas as well. Farmers want better pay for their wares. Ever more women fight for female suffrage and the temperance movement increases its influence.

As more immigrants arrive to the US the dynamics shift. Many stay in the cities on the East Coast while others head out west, shrinking the wild frontier as they establish new societies. A new town can appear practically overnight and be gone again just as fast.

Technology advances at an incredible speed. New and better communications make people travel more. There is an endless optimism even during the depression. The American Dream is a part of life!

Guest Customer (Order #49645230)

THE STATE OF THE COUNTRY

POWER, MISERY, CORRUPTION AND REFORMS IN THE NORTH

The North is the economic and political power house in the US. Almost all the richest people live here, such as the railroad barons. Deals are made behind closed doors that affect the rest of the country or even the world in significant ways. Money talks and there are few laws to regulate the capital.

Slums grow in the shadow of the industrialization. Several reform movements do as well, such as the teetotallers, suffragettes, and abolitionists. They are strong in the North, same as the political apparatus with its widespread corruption. Everything and everyone can be bought. Lust for power is strong as the US grows into an international power to be reckoned with.

As for outlaws, slick con men, neighborhood gangs and organized crime are comparably common here.

TERROR AND RESISTANCE IN THE SOUTH

The US Army sends more men west as the Southern States regain their independence. Racist organizations such as the Ku Klux Klan benefit from their departure. The Klan itself is facing restrictions, making many of their members join Rifle Clubs instead. These groups all dress the same while spreading their propaganda. They march in formation, guns in hand. During daytime they only show off, shooting in the air and chanting slogans. At night they pay late visits to threaten those who dare oppose them, such as idealists or people trying to reform the South. For instance, if you try to teach black people to read and write, the racists want you to leave the area. Black men are threatened not to register to vote in the upcoming election.

Redeemers (politicians from the South cooperating with the Democratic Party) focus on the corruption. They seldom speak about how their policies mean an end to the strife for equal human rights for colored people. As the power shifts, black people with their own businesses face new challenges. They can no longer count on the authorities to protect them. Neither can the profiteers from the North who took advantage of the landowners' poverty after the war to make lucrative deals. *Scalawags* (southerners who cooperated with the federal government, Republicans, and *carpetbaggers)* fare better if they now turn coat again and support the new rulers in the South.

The racists face opposition though. In New Orleans, for instance, there are black people who are feared for what their practice of voodoo can accomplish.

Campaigns based on vengeance fit well in the South. Outlaws can become heroes for fighting banks and the perceived oppressors from the North. Racists can be henchmen in any conspiracy campaign.

FORTUNE HUNTERS, GOLD RUSHES AND INDIAN WARS IN THE WEST

People head out west in search of a better life. Fortune hunters, prospectors, and immigrants are confident the road to riches lies west. Some seek adventure, searching for treasures and roaming the gambling halls. Others want nothing more than to be left alone and live a life far from federal authority.

Most white people view the Native Americans as an obstacle. Some fear the Native Americans for personal reasons after surviving a violent encounter themselves or having family or friends who were attacked. Most believe in America as a promised land, that God intended it to be settled by white Christians. Getting rid of the tribes is a practical problem to accomplish something else, such as constructing railroad tracks across the plains, because it is land where the buffalo and many Prairie Indian tribes live.

No matter why, there is a war of genocide against the Native Americans. Black Hills is at the center of this conflict in 1876. Prospectors have settled there, on land the US government had promised would belong to the Prairie Tribes forever. Hotheads in the US Army such as General Custer cannot wait to advance their careers by delivering victories on the fields of battle. Down in Arizona, the Apache warrior Geronimo refuses displacement to the new reservation at San Carlos. The peace that was negotiated in the region a few years ago is dissolving rapidly.

San Francisco keeps attracting people from all over the US and the entire world. The city is the US' port to Asia and it is the only city so far with a large Chinatown. In the wake of the depression, hatred towards the newcomers grows among unemployed white.

The west is a land of adventure where anyone can make their fortune if they are willing and able to fight for it. You can explore the unknown, search for buried riches, drive cattle to railway hubs, partake in ranch wars, rob banks, or maybe hunt for wanted outlaws.

WORDS HAVE CONSEQUENCES

Curse words and foul language are common – a way of communicating without getting stuck in old conflicts (they seldom disclose where you are from). They are easy to understand in a society where not all can speak English. We will, however, not use it in this game. We also try to avoid racist and derogatory terms, even though they were in use. One of the worst examples is calling Native American children *pups*. It creates the impression that killing a *pup* is different from killing a *child*. That makes it easier for soldiers to follow orders to *kill all* in a native village, as well as for others to accept the news about such an attack.

Guest Customer (Order #49645230)

MYTHS AND DIFFERENT APPROACHES

You can find inspiration for playing *Western* from a wide range of myths and bizarre facts. We present a few approaches you can take. Pick and choose from them to create a mix of inspirations that suits your table the best. Or go your own way completely.

CLASSIC JOHN WAYNE

The characters are essentially good people trying to do their best under difficult circumstances. There is an outer threat putting them in danger or challenging their way of life. To draw your gun is a last desperate resort but it often turns out to be necessary. Once the fight is over and the gun smoke has settled, the bad guys have learned their lesson and the heroes have shown they have what it takes in a time of crisis. They are often praised by their community and can go on to marry the love of their life.

THE LONE HERO

This myth fits best for a single player character, or in a scenario where the characters split up at the end. The adventure typically starts with the lone hero, oftentimes a former lawman or military veteran, heading somewhere when he meets some poor, honest, godfearing people. They could be settlers or prospectors but typically live some distance from the nearest town. At this first encounter the hero has been badly wounded by Natives, bandits, or in an accident.

The good people take him in and care for him while he recuperates. He gets to know them, seeing their hard labor and kind hearts. The hero also understands the hardships they are facing and gets the first hint of a threat or menace to them. An emotional bond is created, maybe even the hope of starting a new life.

When the hero is almost fully healed, the menace to his new friends grows as the bad guy takes action. He tries to take their farm or their claim, often with hired guns to intimidate them into giving in. The good folks neither can nor wish to resort to violence, perhaps due to religious reasons. The hero steps in and fights for them. He saves his friends but by doing that everything changes. The violence makes it impossible for him to turn his life around, be part of good civilized society and hang up his guns. He must leave them and ride off alone into the sunset.

WHITE AND BLACK HATS

Skip all nuances and shades of grey. Heroes are beautiful, charming, clean shaved, and wear white hats. The villains are recognized by their black hats, moustaches, and sour faces. Their malevolence is total and the intrigues worthy an operetta, but the heroes figure it out and bravely accept any and all challenges.

AGAINST ALL ODDS

The heroes face overwhelming opposition and must use both cunning and traps to triumph. They fight not only for themselves but for a whole community that lacks the skill or ability to fight back against a band of outlaws or the corrupt law. Perhaps the heroes only accepted the challenge after being promised rich rewards. Once the threat is averted, they often give the reward back. The community will need help rebuilding all that was destroyed during the conflict.

RELUCTANT ANTI-HEROES

The world is ugly, filthy, and cruel. There are no heroes; all have flaws. Characters are not driven by ideals but greed and self-interest. Their opponents are no worse than people in general. Sometimes the resolution comes with a glimmer of light. The villain's deeds reveal that his heart was pitch black, or the anti-heroes decide to act nobler and more heroic than pure greed would have them do. They are after all *heroes* too.

OUTLAW ROMANCE

Outlaws may not always follow the law, but as long as they do not kill ordinary people, they may still become admired heroes. Corruption runs rampant. Banks force families off their land and take their homes while rich corporations hire armies of ruffians to quench all attempts of organizing the workers. Player characters who fight them become heroes, no matter if they do it while robbing a bank or other lawless activities.

POWERPLAY AND INTRIGUES

The cities in the east are the political and economic center of power in the US. The fight over business contracts and lucrative assignments is merciless. In the salons a scandal can destroy a person's entire future, whether it is based on facts, fiction, or lies.

THE PIONEERS

Much of the US is still sparsely populated. The days of the trappers and the wild frontier may be ending, but it is still a golden age for pioneers. For those who want to create something new and lasting, make scientific breakthroughs, or spread civilization, opportunity abounds.

REBELS AND AGITATORS

Where the authorities are corrupt and the laws considered unjust, there are people willing to fight for change. There is no lack of conflicts to take on, such as the tyranny of government, local despots (cattle barons, mining tycoons, railroad barons), racism, or women's right to vote. The methods may vary but if you challenge those in power, trouble will follow.

Guest Customer (Order #49645230)

REPUTATION

Guest Customer (Order #49645230)

REPUTATION

Who said revenge was reserved for the men of this world? Or that you must never get back at a woman? Sure, it was sad and all about the kid, the kid was not to blame. Anne Wilcox even realizes that it was an event just like this that had led her down the path she is on.

Anne took an oath; she is an avenging Angel of Death. Only God has the power to forgive and redeem sinners on the Day of Judgement. Anne just speeds those that have it coming on their way, like those self-righteous settlers spreading like grasshoppers and who do not care about what or who they crush in their wake.

Anne has been extracting her revenge on settlers ever since they torched her childhood home. It has made her infamous and feared.

Everything you do has consequences, or at least everything that others get to know about and that attracts attention will affect you. How you choose to act in different situations determines how people around you react to and treat you, as well as how famous you become. We call this system for how rumors are spread and how it affects you for Reputation.

Prejudice and expectations matter for what attracts attention. A firefight in the street will always be spoken of, while a sawbones performing amputations on an industrial scale will not be noticed until a famous person graces his operating table, or if a surgery he is about to perform could be deemed much more important or difficult than just snipping of a few frostbitten toes with sharp tongs. People that depart from the norm and/or act in a way they are not expected to are noticed more, such as women or people of ethnic minorities helping themselves with the same nonchalant unconcern as any white man. On the whole, the unexpected and the spectacular always tend to be more spoken and written about.

HONOR

Your Reputation consists of two different values. The first indicates what kind of Honor you have – if you are perceived as a villain, a hero or somewhere in the grey area in between. This part of your Reputation may be said to represent society's moral judgement of your actions. Multiple factors are involved, but the short of it is that it makes a tremendous difference if you save a child from a burning house or rob the bank and shoot an innocent passerby on your way out. Other things of import are who you choose to fraternize with and who your enemies are. When the time comes to show your true colors, it matters if you choose to stand up against the outlaws and help the settlers or if you join the cattle baron's forces to run those same settlers out of the territory.

Not only armed conflicts affect your Honor. The lawyer defending hardened killers is seen as less honorable than the prospector that staunchly refuses to sell his claim to the town roughs. Furthermore, a good orator is always more loved than a poor one. No one thinks that the boxer who pounds his opponent into a bloody pulp is a particularly nice guy, even though he gains Honor by winning an important match.

FAME

The other Reputation Value is Fame. It tells you how renowned you are. Has your presence left marks in other people's memories or have you passed them by without a trace? Everything that gains you Honor also gains you Fame. The more famous you become, the more likely it is that people will recognize you.

Fame may be of great use to you, since it gives you interesting job opportunities, better pay, and other perks, even from total strangers. There are some drawbacks, though, especially if you deal in shady businesses where it is almost always a good idea to remain unknown to not garner too much attention. It is even worse to be famous if you become wanted with both lawmen and bounty hunters chasing you.

Guest Customer (Order #49645230)

THERE ARE NO BLANK SLATES

Few player characters are blank slates even as the game begins. To show this, all Roles include Reputation. The chosen Style of Play is a heavy modifier to this number – Action earns you the most starting Reputation, Realism the least. This mirrors how established the character is supposed to be at a certain Style of Play. The player and the Game Master may modify this number based on the backstory you have given the character. This is also the reason Reputation Modifiers are listed when you roll your character's Life Path Events before play.

The difference in Honor between Roles depends on how representatives for them tend to act. The *Bounty Hunter* makes his living on blood money and is seen as less honorable then the *Lawman*. The *Doctor* whose work it is to save lives is considered more righteous than the *Lawyer* who may be helping criminals.

Fame also differs, and is in a similar way judged on who is more likely to have garnered attention. The *Settler* will probably not have done something sensational in comparison to the *Gunslinger* and the *Actor*.

WHAT THE NUMBERS TELL YOU

A *0* means different things depending on if it is found under Honor or Fame. If your Honor is 0, you are of neutral repute. A negative value here means you have started down a questionable path. The lower this value gets, the less honorable you are perceived by people in general. You may even be passing the thresholds to be viewed as Dishonorable or Scum.

Correspondingly, a positive Honor value reflects that you are of good repute. The higher the value, the better it reflects on you. Depending on your actions during the course of the game, this value may flow backwards and forwards, sometimes negative, sometimes positive. You can even end up at 0 again, even though you have done great things, since actions can cancel each other out. It is true that you robbed those banks, but it is also known that you helped people in need and that you are a woman whose word is as good as gold.

0 Fame means that you are completely unknown by your fellow man. No one outside your closest circle (family, friends and coworkers) has heard about you or know what you have accomplished. The more you play and the more spectacular things you do, the higher this value will rise and the more renown you will become. The only way to reach 0 in Fame again during the course of play is to assume a false identity and hope that no one will recognize you.

A NATION DIVIDED

Just a little more than a decade has passed since the end of the Civil War, a war that shook the entire nation to its core. Time has hardly healed the wounds. Antagonisms are still severe. Many fear a new Civil War is underway. Your background (ethnicity, place of birth, and organizations you are a member of) affects how you are treated in different parts of the country. This kind of prejudice has its greatest impact before you do things in game to distinguish yourself.

Guest Customer (Order #49645230)

HONOR

Honor is how others perceive your moral character. If you have a negative value, you are seen as suspicious. The lower the value, the worse it is. If your Honor is below –30 you are considered Scum. A positive value means you are of good repute, better the higher the value. At 30+ you are seen as a Hero. 0 is neutral.

Your Honor fluctuates during the course of play, depending on how you act and towards whom. The Honor of others may modify your own, if they are directly involved when your Honor changes. If you shoot someone it will look much worse if you shot an Honorable person than a Dishonorable one.

HONOR: THE 5 CATEGORIES

VALUE	MEANING	MOD[1]
BELOW -30	Scum; infamous murderer of the worst kind	-5
(-30)–(-11)	Dishonorable; villain, no honor or honesty	-3
(-10)–10	Neutral; normal, tendencies start to show	±0
11-30	Honest; esteemed, upright, reliable	+3
ABOVE 30	Hero; savior, admirable, trustworthy	+5

[1] The Honor of others may modify yours. The table shows the consequences of helping/liaising with others, depending on their Honor. If you thwart them instead, the modifiers are inverted.

HONOR IN DIFFERENT PARTS OF THE US

The US was torn apart by the Civil War. The wounds are still to heal. You are judged by your origins and your accent. A Northerner *can* get popular in the South, but it takes much to make the white population disregard it is a Yankee (the black people do not mind, though). Racism affects how minorities are met by the white majority. People of the same ethnicity have no prejudice against each other, but otherwise there are antagonism and distrust between different groups.

These modifiers are to be used by the Game Master *only*. They do not alter the character's Honor in any permanent way. Do not change the *Character Sheet*.

HONOR IN DIFFERENT PARTS OF THE US

Background	North	Border	South	West
ORIGIN				
The Border States	-5	±0	-5	±0
The North	±0	-5	-10	±0
The South	-5	-5	+5	±0
The West	±0	±0	-5	±0
ETHNICITY[1]				
Black people	-5	-10	-15	-5
Chinese people	-5	-5	-10	-10
Mexican people	-5	-5	-10	-5
Native American	-10	-10	-10	-15
White people	±0	±0	±0	±0

[1] The Modifier is always ±0 with people of your own ethnicity.

HONOR OF ORGANIZATIONS

Organizations are also deemed more or less honorable, and it differs where in the country you are. The reform movement – to which the *abolitionists*, the *teetotalers* and the *suffragettes* belong – has its stronghold up North. *Lost Cause* organizations (glorifying life in the South before the war) are found in the South and the Border States. *Clan na Gael* organizes Irish people who want an independent Ireland and an end to British tyranny. *Odd Fellows* find their members in all strata of society, from paupers to the President of the US. They saw an increase in memberships during the war, since they care for the families of their members in the event of sickness and death. *The Grange* is farmers who collectively try to get better terms from shipping companies or prices from retailers.

The modifiers in this table may be used by the Game Master at times; do not change the *Character Sheet*. If the characters are members of or act in the name of any or several organization, their Honor will be affected and multiple modifiers may apply.

HONOR OF ORGANIZATIONS

Organization	North	Border	South	West
SECRET SOCIETY				
Chinese Tong	-5	-5	-5	-10
Freemasons	+5	+5	+5	+5
Ku Klux Klan	-15	-5	+10	-5
THE AUTHORITIES				
Federal Law[1]	±0	-5	-10	-5
Local Law[2]	+5	+5	+5	+5
Private Law[3]	-5	-5	-10	-10
US Army	±0	-5	-10	+5
POLITICS				
Democrats	-5	±0	+5	±0
Redeemers	-10	±0	+10	±0
Republicans	+5	-5	-5	±0
Union League	+5	-5	-10	±0
REFORM MOVEMENTS				
Abolitionists	+5	-5	-10	-5
Suffragettes	±0	-5	-5	-5
Teetotalers	±0	±0	-5	-10
COMMON INTERESTS				
Clan na Gael	±0	-5	-5	±0
Labor Union	+5	±0	-5	±0
Lost Cause	-5	±0	+10	±0
Odd Fellows	+10	+5	±0	+5
The Grange	±0	+5	+5	+10

[1] US Marshal, Deputy US Marshal, Secret Service.
[2] City Marshal, County Sheriff, Deputy, Texas Ranger, Indian Police.
[3] Pinkerton agent, Wells Fargo agent, Railroad agent.

Guest Customer (Order #49645230)

HOW HONOR CHANGES

In the next column you will find situations that may affect your HONOR. It takes something out of the ordinary though. An everyday sermon will not alter a preacher's HONOR, but leading the first sermon for a new congregation or if the sermon in question involves a subject that will be talked about long after will. The Game Master should update the HONOR of the most important characters during the course of a campaign while ignoring the supporting cast of characters.

Your HONOR is not an objective value of the moral character of your immortal soul, but a representation of what prejudice and opinions people have about you. Your HONOR will not change unless there are rumors. What matters is what people believe has happened, not what actually took place. There may be misunderstandings and people could have preconceptions based on your HONOR and what you do for a living. If you are a bounty hunter riding into town with dead bodies in tow, people will assume you shot them in an ambush. If you do the same as a lawman, most people will think you killed them in an honorable gunfight.

You can change people's preconceptions if you or someone else speaks up on your behalf (SKILL CHECK for ELOQUENCE). Use DIFFICULTY LEVELS to determine how hard it is to sell your version of the truth: good roleplaying and a reasonable story can help.

Speaking or performing in front of an audience could either increase or decrease you HONOR, depending on how it went. People appreciate good entertainment but, and not surprisingly, dislike bad. You receive ±1 HONOR for every 5 steps over or under the result of 20 when you roll for ACTING, ELOQUENCE, or MUSIC.

The same event may modify your HONOR in several different ways. It is worse to shoot an unarmed woman dead from behind (-13) than to wing an unarmed wanted man in self-defense (+2). You always modify your HONOR with the HONOR of others involved (see the table *HONOR: The 5 Categories* on the previous page), where being on the same side as HONORABLE people or HEROES people earns you a positive modifier while being on the same side as DISHONORABLE people or SCUM has the opposite effect. This is valid in all situations. An attorney defending SCUM on trial for shooting a woman in the back gets a –5 penalty to his HONOR (but only –4 if he wins, since a won trial earns you +1 HONOR). If you shoot a SCUM you get to invert this HONOR MODIFIER since you are the enemy of the SCUM, turning the SCUM'S –5 to +5 for you.

If you and several others are involved in an incident, you are all assumed to have taken part and split the HONOR MODIFIER evenly between you. If a witness or one of you gives a detailed description, this may change and the points can be divided differently. Keep in mind that you cannot accept the HONOR MODIFIER without getting the FAME too and vice versa.

HONOR AND HOW TO ACQUIRE IT

EVENT	HONOR MOD
CRIME AND PUNISHMENT	
ENFORCING THE LAW	
Brought criminal to justice (each occasion)	+2
Prevented a crime	+1
Returned loot	+1/$500
Self-defense	+2
CRIME	
Abduction	-2
Attacked armed opponent	-1
Attacked opponent from behind	-3
Attacked outlaw/Wanted person	+1
Attacked unarmed person	-2
Attacked woman or child	-5
Cannibalism	-30
Caused someone's death	-3
Fornication/Whoring	-1
Horse theft	-2
Rape	-5
Robbery	-3
Taken scalp	-1
Theft (at least $10)	-1
TRIAL	
Acquitted/Sentenced in a trial	+1/-1
Lawyer winning a trial	+1
COURAGE AND GENEROSITY	
Coup (among Prairie Indians)	+1
Deserted/Betrayed comrades during combat	-2
Fundraised/Sponsored/Organized charity	+1/$500
Helped distressed/Refused help to distressed	+2/-2
Hospitality	+1
Kept promise/Broken promise (when important)	+2/-2
Rescued distressed in spite of deadly danger	+3
MONEY AND POLITICS	
Blood Money, Taken/Refused	-1/+1
Bribe, per $100: Accepted/Bribed someone/Refused	-1/+1
Cheated	-1
Held a public office/Position of trust	+1
Usurer (demanded extortionist prices or interests)	-1
SPORTS	
Lost important match or contest	-1
Won important match or contest	+1
WORK-RELATED	
Diploma/Certificate	+1
Important surgery (Success/Failure)	+1/-1
Lead troops in battle (Victory/Draw/Defeat)	+1/0/-1
Performed religious MIRACLE	+1
Promoted/Demoted	+1/-1
Speech/Sermon/Performance (Success/Failure)	+1/-1

Guest Customer (Order #49645230)

FAME

Fame tells you how well known you are. The higher the rating, the more people know your name. Your Fame rises during the course of play, depending on your deeds and whether they are witnessed and talked of or written about. The Game Master should update the Fame of non-playing characters who are important to the story, but need not follow up with the extras.

HOW YOU BECOME FAMOUS

A skilled brewer will get famous for her fine beer, a prominent surgeon for his successful operations. Everyone partaking in violence will also be talked about. Your Fame will only increase if others get to know about what you have done. Some *appearances* attract more interest than others, making them a focus of gossip, rumors and articles. On the next page you find a list of examples on how to increase Fame and what modifiers apply in different situations. It is the *rumor*, not the event itself that increases Fame.

The same occurrence may garner several different modifiers. First you gain Fame for dueling in the main street (*Duel = 3*). Your opponent died of his wounds (*Killed Someone = 5*). The local newspaper then writes a first page story of the affair (*First Page, Local Paper = 10*). Added together, your Fame increased with +18 for the same duel. Most people will primarily associate you with the event that earned you the most Fame.

QUALITY MATTERS

Everything that stands out, be it better or worse than people expect, will be noticed. You may increase your Fame with the Quality Bonus you achieve when manufacturing an object (*Art/, Craft/, Drafting/, Engineering*), or when patenting an entirely new *Invention*. In order to make people talk about it and thus increase your Fame, it has to be associated with an event or situation out of the ordinary. If your beer is always excellent, each barrel will not increase your Fame. If it happens when you are trying to get a saloon network in Denver to add it to their assortment, the batch they get to try out will garner attention – just as much for being good or bad. This would increase your Fame even if the Quality Bonus was lower than normal.

TO INHERIT FAME

Some people enter the annals of history only for who they killed and nothing they truly accomplished in life. People with 100 or more in Fame rub of their notoriety on their killers, who *'inherit'* a fifth (20%) of their Fame and become known as *'the one who killed...'* You also get the Fame the event itself garners (see the table on the next page). Your Honor, however, will not be affected by your dead opponent's Fame.

FAME IS CONTAGIOUS

One way of becoming famous is to be associated with famous people (with a Fame of 100 or more). They figure in articles and tales, making people around them known simply by being mentioned together. You get to increase your Fame by 10% of what the more famous person has. This could be used if you are an attorney defending Calamity Jane in court, if you are a physician who saves the life of the governor, or if you are a scout tasked with tracking Geronimo. You can only get this bonus once for each famous person or once for the same event if there are several famous people involved at the same time. If so, you get the Fame Bonus for the most famous person of them. For instance, if you lead the posse that stops Jesse James from robbing a bank, you only get a bonus for Jesse James and not the entire James-Younger gang.

APPEARANCE

Some are easier to notice than others by how they look, which can increase their Fame up to 100. People with a deviant appearance or body type known to belong to the same group are even easier to identify together than on their own. Tiny Tinderdale is 6 feet tall. (+10), skinny and has a scar below his left eye (+5). His friend Haro el Paso is almost 2 feet shorter (+10) and has amputated his right arm above the elbow (+15). When they are together the Game Master modifies the Fame for both of them with +40 due to their *Appearances*.

APPEARANCE

APPEARANCE	MOD
DEVIANT PHYSIQUE	+10
e.g. extremely tall, short, thin or fat	
DEVIANT VISAGE	+10
e.g. albino, hare-lipped, toothless, incredibly beautiful	
SCARRED	+5
e.g. visible scar, severed finger, limp	
DEFORMED	+15
e.g. one-armed, peg-legged, scalped, severe burns	
PARTY OF DIFFERENT ETHNICITY[1]	+10
e.g. white people, Native Americans, Chinese	
UNIFORM – PARTY WEARING THE SAME OUTFIT[2]	+5
e.g. black suit, red shirt and a derby	

[1] The Game Master modifies everyone's Fame with +10 if there are two ethnicities in the party and another +10 for every ethnicity beyond that. Do not change the Character Sheets.

[2] This does not apply for the army, police constables, and the like. For each person in uniform, the Game Master modifies everyone's Fame with +5, to a maximum of +50. If you are more than 5, you get a -1 penalty in Honor since the Civil War, when guerillas plagued civilians, is still fresh in mind. The Game Master handles these Uniform modifiers when the situations arise.

Guest Customer (Order #49645230)

FAME AND HOW YOU ACQUIRE IT

Event	Fame Mod
CRIME AND PUNISHMENT	
Brawl	1
Brought someone to justice	5
Cannibalism	25
Horse theft	2
Performed or stopped Theft/Robbery[1]	5, +1/$1.000
Killed someone, or prevented a murder	5
Trial/Court Martial, testify in Court	1
Trial/Court Martial, loss	2
Trial/Court Martial, win	5
Wanted[2]	5, +1/$100
COURAGE AND GENEROSITY	
Charity	1/$500
Coup	5
Deserted/Betrayed comrades during battle	5
Duel in front of at least a dozen witnesses	3
Helped someone in distress	5
Performed heroic act/Horrible atrocity	15-25
Refused to help someone in distress	5
Rescued distressed in spite of deadly danger	10
MONEY AND POLITICS	
Bribe	1/$1.000
Business deal (worth at least $1.000)[3]	1
Candidate in an election[4]	5, +1/$1.000
Election rigging, gross	10
First to stake a claim in an area	5
Owner of an establishment/Business[5]	5, +1/100
Owner of land[6]	1/1.000 Acre
Position of trust, local	10
Position of trust, county	25
Position of trust, state/territory	50
Position of trust, national/federal	100
Usurer (demand extortionist prices or interests)[7]	1
Wealth[8]	1/$25.000
Winning in a game with money at stake	1/$500
THE PRESS[9]	
Written news article, local paper	2
Written front page news, local paper	5
Written news article, regional paper	5
Written front page news, regional paper	10
Written news article, national paper	10
Written front page news, national paper	20
Article about you, local paper	5
Front page news about you, local paper	10
Article about you, regional paper	10
Front page news about you, regional paper	20
Article about you, national paper	20
Front page news about you, national paper	40

Event	Fame Mod
SPORTS AND ENTERTAINMENT[10]	
Dime novel about you	1/100
Match/Contest, win	4, +1/100
Match/Contest, loss	2, +1/100
Match/Contest (team sport), win[11]	2, +1/100
Match/Contest (team sport), loss[11]	1, +1/100
Oral story told about your exploits[7]	1
Play/Show in front of an audience (lead)	10, +1/100
Play/Show in front of an audience	1, +1/100
Poster featuring your name	1/100
WORK-RELATED	
Achieve Quality Bonus (except 0)[12]	1
Diploma/Certificate	5
Invention[12]/Discovery	10
Invention[12]/Discovery, Groundbreaking	25
Invention[12]/Discovery/Named after you	50
Invention[12]/Discovery, Groundbreaking & Named	100
Lead troops in battle[13]	5, +1/100
Perform religious ceremony	1
Perform religious Miracle	5
Perform Surgery[14]	1-4
Professional succeeding in Hard situation	1
Professional succeeding in Very Hard situation	2
Professional succeeding in Extremely Hard situation	3
Promoted/Demoted	5
Speech/Sermon[10]	2, +1/100

1 Each theft or robbery you have performed or stopped yields 5 to your Fame + 1 for every $1.000 worth of swag/loot.
2 Each new crime you are Wanted for increases your Fame 5 + 1 for every new $100 of bounty placed on your head.
3 The deal will only gain you Fame if the money equals at least 1% of your fortune (if you have $1.000.000 the deal must be at least $10.000 to yield +1 in Fame).
4 Gain 5 in Fame for an election campaign + 1 for every $1.000 raised to get you elected, to a maximum of 100 in Fame/campaign.
5 Every business you own earns you 5 in Fame. You also gain + 1 in Fame for every 100 people you employ.
6 Every 1.000 acres of land you own increases your Fame +1. You cannot exceed 400 in Fame for land ownership.
7 Your Fame increases with +1 at every such occasion.
8 Your wealth earns you a maximum of 400 in Fame (you get no additional Fame for wealth if you own more than $10.000.000).
9 A Local Paper prints up to 500 copies, a Regional Paper up to 10.000 copies and a National Paper more than 10.000 copies.
10 For Dime novels and Posters your Fame depends on the print run, others are measured in the size of your audience.
11 The star of the team (the one with most Fame to begin with) gains twice as much Fame each time as everybody else.
12 Every Quality Bonus (+ and -) you achieve earns you +1 in Fame. You also get +1 in Fame for every 100 persons witnessing your work.
13 You always gain 5 in Fame when leading troops in battle. You get an additional +1 in Fame for every 100 men under your command. A single battle cannot increase your Fame more than 50 in total.
14 The Fame you gain depends on the injury, A Minor Wound earns you 1 in Fame, a Major 2, a Severe Wound 3 and worse still +4 Fame.

Guest Customer (Order #49645230)

HOW YOU GET RECOGNIZED

Your FAME is the chance given in percentiles how likely it is that you and/or your name will be recognized by strangers, just as other characters' FAME gives you a chance to have heard about them. REPUTATION CHECKS are made with a D100. Those that recognize your name will also know what you have done before, or at least what you are most famous for. It is harder to recognize someone you have never seen before on appearance alone. The chance that you will be recognized is halved without anyone introducing you unless you have two or more of the APPEARANCE MODIFIERS from the table on the previous page. If your appearance is uncommon enough, not to mention ostentatious, it is part of your FAME and you will be as easy to recognize on sight alone as if your name was carried before you on a big sign in block letters.

You use your entire FAME in order to be recognized in regions where you have done memorable things (that modified your FAME). Most often this is the town or county where you have been talked about. In cities with 100.000 inhabitants or more, you only use 100% of your FAME in the city district where your deeds were done. In other districts of the same city, the chance or risk of getting recognized falls to 75% of your FAME.

Outside the county where you have made a name for yourself, but still in the same state or territory, the chance that people will recognize you is halved. You only use 50% of your FAME for REPUTATION CHECKS.

The chance to be recognized continues to drop with distance – the further away, the lower the chance. In adjacent states and territories you only use 25% of your FAME for REPUTATION CHECKS. In the rest of the nation it is down to 10%, 5% in neighboring countries and finally 1% in the rest of the world. The country your family stems from is more interested (5%), since you count as a compatriot there. Swedes cares more about what a Swedish rather than a German woman has invented, and a Frenchman wounded in a train robbery might get a header in a French newspaper but certainly not in a Chinese paper.

Once you are recognized, you always use all of your FAME and HONOR. This in turn determines how you are received by strangers (more about this later).

CHANCE TO GET RECOGNIZED

AREA	PERCENTILE CHANCE
ANOTHER DISTRICT IN A BIG CITY (100.000 PEOPLE OR MORE)	75
ANOTHER COUNTY IN THE SAME STATE/TERRITORY	50
ADJACENT STATES/TERRITORIES	25
NATIONALLY	10
NEIGHBORING COUNTRIES/THE OLD COUNTRY	5
THE WORLD	1

BIRDS OF A FEATHER STICK TOGETHER

Your chance to recognize people of the same occupation or from the same organization as you is doubled. It is useful to be in the know about people you are compared to and compete against, or simply are associated with, such as fraternity brothers and the like.

NATIVE RECOGNITION

Your REPUTATION starts with your own group or extended family. Rumors about Natives are more affected by their tribal relations than the geographical borders.

NATIVES CHANCE TO GET RECOGNIZED

AREA	PERCENTILE CHANCE
THE REST OF THE TRIBAL BRANCH (E.G. WEST APACHES)	75
THE REST OF THE TRIBE (E.G. APACHES)	50
RELATED TRIBES (E.G. NAVAJOS IF PLAYING AN APACHE)	25
OTHER TRIBES & ETHNIC GROUPS (E.G. SIOUX, WHITES)	10

TEMPORARY REPUTATION

The US is a nation in constant change. The frontier keeps moving while new transports make it easier to cross the continent. When you arrive in a new state or territory it is no sure thing the people there will recognize you or know what you have done. They will associate you with what you do while you are there.

The rules award you a TEMPORARY REPUTATION at ±0/0 until you are recognized by at least 10 people at the new place. This is a new starting ground, where you earn new modifiers and build a new REPUTATION, spreading just like your old REPUTATION does. It is called *temporary* since it will be added to your earlier REPUTATION as soon as your TEMPORARY FAME reaches 100 or 10 people in the new area hear of your earlier exploits. Then your old REPUTATION has caught up with you; your REPUTATIONS are added together and combined. Suddenly, you are *that* Matthew Douglass.

Until then, the Game Master rolls to see if anyone connects you to your earlier REPUTATION each time you gain TEMPORARY FAME (using your TEMPORARY FAME as base percentile). It will happen quicker if you tell others about your earlier life. You lower the risk of reaching the threshold for combining your REPUTATIONS if you talk people out of believing that you are who you are (with *Eloquence*). Or you can kill them.

You may have several TEMPORARY REPUTATIONS.

If you change your name or use an alias to avoid attention, the new name will gain a REPUTATION of its own. If at least 10 people are able to make the connection, realizing both are you, the REPUTATIONS are merged. Then you also get a –2 penalty to HONOR; it is a bit strange and suspect to use different names.

Guest Customer (Order #49645230)

USING ONE'S REPUTATION

RESPECT

Respect is the art of simultaneously impressing and intimidating people simply by presenting yourself. Your very name makes others feel inferior and hesitant. This can be handy, such as when the town brawler becomes rattled and avoids picking a fight, or when the attorney in a trial where your opposing counsel starts to stammer during his closing argument.

No matter how impressive you think you are, you need to exceed your opponent's Fame by at least 100 to use Respect against him. If you have less Fame than your opponent, the tables are turned.

To avoid being affected by Respect, the least famous party needs to make a Cool Check (or Cool Under Fire, if it is about to turn rough). The Check is made with a penalty of –1 for every 100 in Fame separating you, maxing out at –10 for a difference in Fame of 1.000 or more. If you roll Cool Under Fire for this Check, you may add your Cool Bonus.

If the Check is a success, the exposed manages to shake off any hesitancy and act like normal. If the roll fails, a penalty will be applied during the remainder of this scene. The size of the penalty depends on the difference in Fame. If you are 100 in Fame apart, the penalty is –5, 200 Fame yields –10 and 300 or more difference in Fame yields –15.

Not all are equally vulnerable to Respect. Those with the Talent *Hard to Impress* are immune to it if they pay an Obstacle Token. If you have the Obstacle *Impressionable* you get –5 on your roll. Should it fail, you gain an Obstacle Token.

FAME PAYS

It pays to be famous. More people recognize you and are prepared to hire you. You can also demand a higher salary for your services. Your amount of Fame determines how much more you can ask for compared to a person of lesser reputatation. If for an example the daughter of the local cattle baron becomes ill, her father will not settle for just any physician. He wants the best, and then Fame is what he will rely on.

REMUNERATION

FAME	PAYMENT
01-100	x1
101-200	x2
201-300	x3
301-400	x4
401-500	x5
501-750	x10
751-1000	x25
1001+	x50

WHAT IS YOUR NAME WORTH?

When you have more than 100 in Fame, you can make money by lending your name to ads for products, posing for photographs with individuals, or in front of their business venues. You may accept payment for eating, drinking, or gambling at a certain place. The more famous you are, the better the offers tend to be. The one hiring you may increase their or their business' Fame with 10% of yours, while you may increase your Fame when your name and/or picture are used for marketing. This bonus may only be applied once per person or company. Keep in mind you will be associated with anything you lend your name to. Their future behavior will affect your Honor, and maybe not for the better. You also get a –1 penalty to your Honor for each company you lend your name to, since it is seen as improper to sell out your name like that.

REPUTATION THEFT

There are people that pretend to be someone other than themselves, to reap the benefits of someone else's fame, cause trouble, or just avoid telling their real name. If someone succeeds in passing off as you, you will suffer the Reputation changes that this person causes. You will probably not be aware of this initially, but rather slowly detect that people treat you differently or talk to you about things you never did. Later, you can try to clear your name, which will increase your Fame further. If you succeed your Honor is changed back, but you keep the impostor's changes to your Fame. You also suffer a –1 penalty to Honor, since some will believe you had something to do with it anyway.

Use Difficulty Levels if you try to pass off as somebody else. The more famous the person, the greater the need to take on their appearance to succeed – a black woman will not be mistaken for President Grant! Gender, ethnicity, build, and distinguishing features are to be taken into account (see the Skill *Disguise*).

TIME HEALS ALL WOUNDS

A day may come when you wish everybody would forget who you are and what you have done. Avoid getting any more Fame for a year to decrease your Fame by 10 and move your Honor 1 step closer to 0.

REACTIONS

You may have a hunch about how your Reputation affects how others act towards you. In the upcoming pages you will find examples of how you are treated when new people recognize you. Combinations of Honor and Fame are used to illustrate this system.

Guest Customer (Order #49645230)

SCUM

HONOR -31 AND BELOW

FAME 1-100

You had better hope and pray nobody recognizes who you are. If they realize what you have done they will abhor you. An alias might come in handy for you.

This is the worst combination of HONOR and FAME. Those who know your track record loathe and hate you, while you do not instill any fear in wider circles.

You need to pay attention to potential ambushes. Vigilantes may be close by and you can hardly hope for protection from the law. They hate you too.

D10	RANDOM REACTION OR EVENT
1	A lynch mob has gathered to hang you.
2	The town drunk tries to shoot you in an ambush.
3	An angry mob tries to run you out of their town.
4	You are arrested, even if there is no cause.
5	Tar and feather treatment from angry townspeople.
6	No service; shopkeepers will not sell, saloons will not serve, and hotels pretend to be full.
7	Derided; somebody spits at your feet or in your face.
8	You are challenged by a young hero wanna-be.
9	A mortician asks you if you want to select your coffin and some suitable text for your tombstone.
10	You are beaten up by the local roughnecks.

FAME 101-200

You are ill-considered, but people tend to refrain from showing open hostility. You had better not turn your back on people you do not trust and know well.

D10	RANDOM REACTION OR EVENT
1	A lynch mob of ten people tries to hang you.
2	Three people attack you from an ambush.
3	Vigilante committee is gathered to run you out of town.
4	The law arrests you to save you from a lynching.
5	You are treated with tar and feathers.
6	A Deputy tries to provoke you.
7	A bar brawl where it is you against everybody else.
8	Cook spits in your food, beer is poured out in front of you.
9	Mortician takes your measurements, 'just "to prepare."'
10	News article complains you get to roam the town freely and advice its readers to stay indoors.

FAME 201-300

You are hated and feared. No one wants anything to do with you, but they dare not say so to your face. Nobody dares to be the only one to challenge or annoy you. They get more assertive together with others.

D10	RANDOM REACTION OR EVENT
1	A posse arrests you and escorts you to jail.
2	A posse lies in ambush. They shoot at you on sight.
3	Vigilantes gather the whole town to run you out.
4	A posse refuses to let you enter the town.
5	A relative to someone you killed challenges you to a duel.
6	News article tells about you being in town.
7	Stores, hotels, and saloons close as you approach.
8	A priest begs you to leave this town alone.
9	Shunned; people look away and do not talk to you.
10	Empty streets, no one dares to face you.

FAME 301+

You make hardened killers appear like boys dressed up for Sunday school. Everyone is terrified of you and dare not stand up to you when they are alone. They might, however, hire help to fight you that way instead.

D10	RANDOM REACTION OR EVENT
1	The town marshal quits his job when you arrive.
2	People beg for mercy.
3	Empty streets. No one dares to look you in the eye.
4	Saloons and hotels close when you are nearing a town.
5	Bounty hunters lie in ambush for you.
6	News article about you being in town.
7	People do not dare charging you for goods and services.
8	Outlaws are hired as deputies while you are in town.
9	Somebody has sent for the Army.
10	People gather in the town church until you leave.

Guest Customer (Order #49645230)

DISHONORABLE

HONOR -30 TO -11

FAME 1-100

You should be aware that you are neither popular nor respected. If you are wanted, you had better beware since many would like to turn you in (or at least try).

D10	RANDOM REACTION OR EVENT
1	Vigilantes gather once they know who you are.
2	Bounty hunters attack when you visit the outhouse.
3	The town sorority wants you run out of town.
4	You are treated badly and charged double prices.
5	An upright citizen challenges you.
6	You are beaten and badly bruised by vigilantes.
7	News article warns about you being in town.
8	You are offered a shady job or deal.
9	The town marshal keeps you under close watch.
10	The townspeople gossip behind your back.

FAME 101-200

You are starting to make a name for yourself. Most people see you as a lowlife who got away too easily.

D10	RANDOM REACTION OR EVENT
1	Vigilantes want to run you out of town.
2	The town marshal never lets you out of sight.
3	You are not welcome in town. The town marshal gives you an hour to scram before he arrests you.
4	A photographer asks you to pose for a picture.
5	A newspaper or magazine wishes to interview you.
6	Mothers warn their kids not to end up like you.
7	You are offered a shady employment or deal.
8	Challenged by a youth on a quest for glory and fame.
9	News article about you and your earlier exploits.
10	A man of the cloth tries to make you repent.

FAME 201-300

Even though you are a shady character, people find you intriguing and treat you with some curiosity.

D10	RANDOM REACTION OR EVENT
1	The town marshal doubles the number of deputies.
2	Vigilantes keep you under constant watch.
3	A nervous photographer asks you to pose for a photo.
4	A reporter follows you around town.
5	You are front page news in the local newspaper.
6	People hurry inside and bolt the doors when they see you.
7	Offered to partake in a robbery, scam, or the like.
8	A brother of a previous mark/victim challenges you.
9	People seek you out and want to join you.
10	A man of the cloth prays loudly for your lost soul.

FAME 301+

You are considered dangerous, and you better believe it. Only the bravest, or the foolhardiest, dare to make your acquaintance. If you arrive in larger and more civilized towns, you should not be surprised if you are met with quite a bit of disdain.

That said, you are perceived as being incredibly exciting. Most have never met such a celebrity before, so they like to be near you. Even though they do not like you they would like to know more about you. You can count on fawning and exaggerated pleasantries.

Let none of the above lull you into a false sense of security. You are still seen in a bad light. Someone who bought you a beer and gave you false compliments to hear your story may later turn up in the posse who is hunting you down.

D10	RANDOM REACTION OR EVENT
1	The stores, saloons and hotels all close down.
2	The streets are empty.
3	The town marshal calls in the county sheriff.
4	The local news publishes an extra issue about you.
5	When you check in at a hotel, all other guests check out.
6	Banks/Post Office/Mining offices double their guards.
7	An author wants to write a dime novel about you.
8	All shady characters in the area want to hire you.
9	An eager admirer wants to become your disciple.
10	The town marshal locks himself into his office.

Guest Customer (Order #49645230)

NEUTRAL

HONOR -10 TO +10

FAME 1-100

You are ordinary, like most other people. You probably have not accomplished anything spectacular – yet!

D10	RANDOM REACTION OR EVENT
1	Somebody is dead certain you are somebody else. Whatever you say, this person will not be swayed and actually try to convince you that you are wrong.
2	You get challenged. No matter where your expertise lies, this person wants to prove they are better.
3	Reporter approaches you and asks which way you came into town and if you possibly encountered someone something interesting during your travels.
4	You are offered a job or assignment.
5	A posse is gathering. People around you insist you should join it and ride with them.
6	The hotel wants to settle the bill in advance.
7	People ask where you are from. If it is a place of some renown, they want to know if you have seen anybody famous there. If not, they lose interest.
8	You are asked to find someone able of handling a difficult commission in your area of expertise. You must prove your competency if you suggest yourself.
9	Mentioned in the news, but your name is misspelled.
10	Someone you talk to constantly forgets your name.

FAME 101-200

You have managed to become somewhat esteemed and is known for being successful within your field of expertise and for being of solid character in general.

D10	RANDOM REACTION OR EVENT
1	You are recruited into a posse.
2	A substantially older person tries to woo you.
3	Someone asks your advice in your field of expertise.
4	You can get employment in your field of expertise.
5	Someone tries to steal your horse during the night.
6	People seek you out to hear more about your deeds.
7	Reporter wants to know what you have done before. If it is interesting enough an article is published.
8	The barkeep offers you free beer for a good story.
9	You are asked to settle down in the town.
10	You are offered a place to sleep if you perform a task.

FAME 201-300

You enjoy the respect of your fellow man, both as a tradesman and as a human being.

D10	RANDOM REACTION OR EVENT
1	Your expert knowledge is requested.
2	A political party asks you to support their campaign.
3	You are interviewed by the local newspaper.
4	Well-to-do people offer you employment.
5	The town marshal asks you to join the posse.
6	People buy you drinks to hear stories from your life.
7	You are sought out by people who want to join you.
8	An old enemy lies in ambush for you.
9	You are invited to posh societies' events (as speaker at the gentlemen's club or sorority, or to attend balls).
10	Someone steps forward to thank you for earlier deeds.

FAME 301+

You are part of the American dream. Authors, reporters, artists and photographers wish to portray you.

D10	RANDOM REACTION OR EVENT
1	People ask your advice in any and all matters.
2	You find a new dime novel about you in town,
3	You are asked if you would like to lend your name to some specific charity.
4	You are offered employment that pays handsomely.
5	People try to talk you into setting down in town.
6	You are offered free room and board by people who want to be able to say they know you.
7	Newspaper publishes an extra issue about your arrival.
8	An enemy has hired cold-blooded killers to shoot you.
9	You are offered membership in any or all posh societies in town.
10	A priest invites you to the Church picnic on Sunday.

Guest Customer (Order #49645230)

HONEST

HONOR +11 TO +30

FAME 1-100

Everyone respect your deeds and yourself as a person.

D10	RANDOM REACTION OR EVENT
1	There is a news article about you apprehending a robber; someone you have never even seen or heard of.
2	Town authority challenges you in your field of expertise.
3	Assertive reporter believes you are hiding something.
4	Offered employment in your field of expertise.
5	The Law asks for your help.
6	Offered room and board in exchange for your story.
7	You are mixed up with someone else.
8	Vigilante committee wants you in their ranks.
9	Your name is good as gold – you get credit everywhere.
10	You only have to pay half price for everyday items.

FAME 101-200

Your name is enough for strangers to shake your hand.

D10	RANDOM REACTION OR EVENT
1	The hotel offers you free lodging if you go there.
2	A few young hotspurs challenge you.
3	You can stop a lynching by speaking up against it.
4	You are asked to donate money for charity.
5	A servant of God asks for your help.
6	You can always get a seat, even when it is crowded.
7	Offered work as a guard for a transport of valuables, or any form of honorary assignment.
8	Settlers ask you to help them against the town tycoon.
9	The local newspaper publishes an article stating that you challenge all low lives in town.
10	Called to serve as a juror in a sensitive case for the town.

FAME 201-300

You seldom have to introduce yourself; your reputation precedes you. People are kind and polite towards you.

D10	RANDOM REACTION OR EVENT
1	People asks your advice on delicate issues.
2	Town authority challenges you in your field of expertise.
3	Series of articles in the news about your earlier deeds.
4	You can pick and choose between well paid jobs.
5	The Law asks for your help and is willing to pay you.
6	You get excellent service and complete attention.
7	You meet someone pretending to be you.
8	A local gang of outlaws tries to ambush you.
9	You are introduced to young ladies or gentlemen whose parents hope you will take interest in them.
10	Offered free room and board if you pose on a photo with the owner of the hotel or boarding house.

FAME 301+

Your name is magical. When people hear it, they want to shake your hand, show their respect and hear you speak. You are genuinely appreciated and popular. Everyone wants to be your friend, making it hard to get some peace and quiet. Sometimes you miss anonymity. You have led an exciting life, but once you tell the same story for the 37th time, it starts to bore you.

On the other hand, you would probably miss your fame if it suddenly ended. You get a lot of attention and all the benefits it brings.

D10	RANDOM REACTION OR EVENT
1	At a saloon you overhear a complete stranger telling people you are friends and have been riding together.
2	The town troublemaker apologizes for his behavior.
3	There are already three dime novels about you in town, but a reporter wants to write a fourth.
4	You are offered a partnership in a business.
5	You are offered to be the town's marshal or mayor.
6	The town celebrity feels outshone and wants to return to being at the center of attention.
7	People offer you money to ride with you.
8	You are appointed honorary member of a local association.
9	You are offered a lot of money from a business to allow them the use of your name on their products.
10	You are invited to a ball where you are introduced to several of the local ladies and gentlemen.

Guest Customer (Order #49645230)

HERO

HONOR +31 AND ABOVE

FAME 1-100

You are a true and humble hero. Most people have never heard of your heroic and generous deeds, but when told they are impressed. Some stare at you in admiration, mouth agape. Some gather courage enough to ask you if it is really true and mumble about *'believing it was just a story, like Pecos Bill and Paul Bunyan'* (two stories from the rich American Folklore).

People like you are few and far between. You will be appreciated, but only if people recognize you and realize just how great you are and what you have done.

D10	RANDOM REACTION OR EVENT
1	Your opinion matters and people heed your advice.
2	A photographer asks you to pose for a studio photo.
3	Reporter hounds you for an interview.
4	Poor people beg you to help them with a problem, even though they cannot pay for your help.
5	You are offered to be the County Sheriff's Deputy.
6	You are invited to all public events in this town.
7	One of your greatest admirers proposes to you.
8	Strangers on the street want to shake your hand and want you to tell them all about your exploits.
9	You do not have to pay for anything below $10.
10	You are offered free room and board.

FAME 101-200

You are an exceedingly honorable person that people would love to get acquainted with, not to mention show appreciation to.

D10	RANDOM REACTION OR EVENT
1	A saloon brawl will end instantly if you demand it.
2	The town gives you a finely crafted gift worth $50.
3	A reporter has written a false dime novel about you.
4	Infamous person on death row begs you to save him. He claims innocence but will be hanged this week.
5	Offered local position of trust, such as town marshal.
6	You are the Guest of Honor at a charity banquet.
7	Children and adults follow you wherever you go.
8	An old enemy has put a price on your head. A band of outlaws from the area has decided to collect.
9	The mayor offers his guest floor for your accommodation.
10	Wherever you go, people offer to pay your expenses.

FAME 201-300

Heroes as famous as you are few and far between. People love to spend time around you and wish you well.

D10	RANDOM REACTION OR EVENT
1	The town gives you a finely crafted gift worth $100.
2	A young inexperienced fame-hunter challenges you.
3	Half of the newspaper is about you and your deeds.
4	The city's horse dealer offers you her best Quarter Horse (Quality +2) if you recommend her horses.
5	A political party wants you to run for office in an election.
6	Invited to all homes with unmarried daughters or sons.
7	A priest asks for a donation to the town church.
8	A company wants to use your name on their products.
9	A theatre dedicates an evening of their show to you.
10	Restaurants come up with courses with your name.

FAME 301+

Most people look at you with respect and admiration. You have a commanding presence and people trust you.

D10	RANDOM REACTION OR EVENT
1	Hearts are aflame. People swoon.
2	You are challenged by an infamous fame-hunter.
3	Special edition of the local paper, only about you.
4	Poor people who cannot pay you for your troubles beg for your help against insurmountable odds.
5	You are asked to run for office in an upcoming election.
6	You may eat, drink, and lodge for free anywhere in town.
7	The town gives you an exquisite gift worth $500.
8	The town's social clubs trump each other in their attempts to get you as an honorary member.
9	Influential people in town want you on their side.
10	A town, street or plaza is named in your honor.

Guest Customer (Order #49645230)

OUTLAW REACTIONS TO SCOUNDRELS

A bad reputation does not have to be bad among outlaws; they prefer if you are not too honorable. Use these reaction tables *when you encounter outlaws*.

OUTLAWS vs SCUM
-31 and Below
FAME 1-100

You are just a regular guy who did some really bad things.

D10	RANDOM REACTION OR EVENT
1	Offered a shady employment.
2	Someone picks a fight with you.
3	You are mixed up with someone else.
4	Someone tries to cheat you out of some money.
5	A prostitute mocks you.
6	Three guys try to beat you up, just for fun.
7	A killer of some repute offers you a beer.
8	Someone wants to sell you stolen goods.
9	A prostitute tries to booze you up enough to rob you.
10	Someone tries to steal your horse.

FAME 101-200

You are met with a certain respect.

D10	RANDOM REACTION OR EVENT
1	Invited to take part in the beating of a poor bastard.
2	Challenged by a young hotspur.
3	You are taunted by prostitutes.
4	Bartender offers free beer if you appear menacing.
5	Someone wants to hire an assassin. Would you accept?
6	You get an offer to buy stolen guns.
7	You are warned that lawmen are in the neighborhood.
8	People want to hear about your exploits
9	People you are at odds with dare not stand up to you.
10	An infamous killer treats you like an equal.

FAME 201-300

Ruffians, petty thieves and prostitutes fear you.

D10	RANDOM REACTION OR EVENT
1	Challenged by an outlaw friend to a victim of yours.
2	You are sought out by people who want join you.
3	You need not pay any drinks in the bar or the saloon.
4	You are offered a chance to buy scalps.
5	Outlaw boss offers bed and board (to keep an eye on you).
6	Vengeful enemy lies in ambush.
7	Offered to take part in a robbery or major assault.
8	Scared reporter contacts you to write your story.
9	Someone informs the law of your whereabouts.
10	People with a reason to hate you avoid running into you.

FAME 301+

You are a legend. Stories and tall tales about your crimes are spread far and wide. Outlaws admire you and hardly any would dare to challenge you. In outlaw circles people are prepared to follow your fancies without protest or hesitation. It is almost predictable and boring, but your surroundings consist of a bunch of half-admiring, half-scared to death yes-men. On the other hand, you would not want it any other way. It is convenient to have your way and to see people cringing to please you. It is a pleasant contrast to the loathing you receive from the rest of the society.

D10	RANDOM REACTION OR EVENT
1	Challenged by a bandit leader who thinks you are about to take over his gang.
2	You are sought out by people who want to join your outfit.
3	Neither saloons nor bordellos will charge you for services.
4	Invited to famous gang boss who wants to hire you.
5	Nobody dares to best you at the poker table.
6	Someone you have mistreated reports you to the law.
7	Enemies gang up to attack you from an ambush.
8	Gunslinger out for glory and fame tries to pick you off in an ambush.
9	People gather just to catch a glimpse of you.
10	People with a reason to hate you flee the town.

Guest Customer (Order #49645230)

OUTLAW vs DISHONORABLE
-30 TO -11

FAME 1-100

For an outlaw, you are pretty decent and unrecognizable. You are just another face in the crowd of petty thieves and rogues this nation has to offer. As long as you do not run into someone who has personally gotten into trouble because of you, you have nothing to fear in these circles. On the contrary, in company with other outlaws they are likely to treat you alright, much better than a lawman at least.

On the other hand, lawmen are never liked among the lawless, and in a den of outlaws, lawmen tend to be the first ones to be ambushed. This should not put you too much at ease. The drawback of not being particularly famous is that you are not feared either.

D10	RANDOM REACTION OR EVENT
1	You are offered a shady employment.
2	Somebody picks a fight with you.
3	A drunken prostitute clings to you all evening.
4	Somebody mistakes you for someone else.
5	Somebody tries to rob you.
6	Someone reports you to the law.
7	Some cardsharps try to fleece you in poker.
8	You are offered an honest job.
9	Someone challenges you to a shooting contest.
10	A drunk begs you for money.

FAME 101-200

You are beginning to make a name for yourself. People of importance among outlaws are willing to talk to you.

D10	RANDOM REACTION OR EVENT
1	You can get hired to do shady and criminal things.
2	Challenged by someone who sees you as competition.
3	Prostitutes flatter you.
4	You are warned that lawmen are in the area.
5	You are offered to buy stolen cattle or stolen horses.
6	A rogue wants you as a partner for a rigged lottery.
7	People want to hear about your adventures.
8	A famous gunslinger buys you a whiskey.
9	Somebody reports you to the law.
10	A gun dealer wants to sell you a high quality weapon (Quality +2) engraved with your name. It is beautiful, but very expensive.

FAME 201-300

You are a man to rely on. You are met with admiration and respect by all people not walking the straight and narrow. But with fame comes enemies.

D10	RANDOM REACTION OR EVENT
1	You are sought out by people who want to join you.
2	A wanna-be son of a gang boss challenges you.
3	A famous criminal's romantic partner flirts with you.
4	The bartender gives you free booze if you talk about your more colorful adventures in the saloon.
5	Vengeful enemy lies in ambush.
6	Someone tips off a bounty hunter you are in town.
7	Jumpy reporter wants to write about your crimes.
8	A famous outlaw gang leader offers you a shady job.
9	A fence wants you as a partner in the business.
10	People with reason to hate you keep out of your way.

FAME 301+

You are a celebrity of the same caliber as the notorious Jesse James. All kinds of people gather to catch a glimpse of you. Everybody wants to be your friend.

D10	RANDOM REACTION OR EVENT
1	Sought out by people who want to ride with you.
2	Challenged on a duel or contest in your area of expertise.
3	An author wants to write a book about you.
4	Young women and men all want you.
5	You are offered food and drinks for free at the saloon.
6	A Pinkerton agent who has infiltrated an outlaw gang recognizes you from a previous encounter.
7	Enemies gather a posse to attack you from ambush.
8	An exalted gentleman offers you a shady job.
9	Crowds gather just to catch a glimpse of you.
10	People with a reason to hate you flee the town.

Guest Customer (Order #49645230)

ORGANIZATIONS

Organizations, associations and businesses also become famous and renowned. Just like people, there are those that would like to be spoken about and those that strive for the opposite under the motto *"'act without being seen'.* When the Player Characters join or work for an organization, they are twice as likely to be recognized by other members in said organization.

CHARACTERS' ORGANIZATIONS

Characters can build and manage their own business from scratch, such as a brewery, a saloon, a detective agency, or an outlaw gang. When they get involved in events that yield HONOR and FAME, the Game Master may award the organization they represent with REPUTATION according to the same rules as apply to people. Depending how they roleplay the situation, if they put emphasis on the organization they represent, the Game Master may allow up to half the REPUTATION gained to apply the organization. HONOR and FAME stick together, though. You either gain both or none of them for the same event. The characters cannot gain all FAME while leaving the HONOR to their business or gang, or the other way around.

When the Player Characters create and build their own organization, let them handle the REPUTATION it gets as well. It is their actions and behavior that governs what will be known about their brewery, saloon, detective agency, band of outlaws, or whatever it is that they have started. They can manage their organization's REPUTATION, just like their own. It will make it more fun and interesting for them to follow, especially since business success and possible assignments have at least something to do with what REPUTATION they have. The detective agency *Law Unlimited* saw its humble beginnings in supplying extra guards for mining companies and finding missing cats. As they gathered experience and happy customers they soon got more important assignments, providing the agency with more FAME and HONOR as time went by.

The most famous Player Character will be presumed to be the leader of their organization. This is just as true for the brewery as if they are an outlaw gang.

FAME has advantages for organizations as well as characters. The possibility of earning more money is one. Most players find it equally important who is asking for their favors and how established in society their clients are. When the governor or the president turns to them, it is a great recognition. If they are outlaws (their organization is a gang), their FAME makes a difference as to who will chase after them. You would not want Alan Pinkerton himself to decide that your band must be stopped and you apprehended.

WELL-ESTABLISHED ORGANIZATIONS

In the section on HONOR, a table shows how some organizations are perceived in different areas of the country. In general, they are not equally renowned in each and every backwater town. Below you find some organizations' FAME and basic structure at a glance.

The characters chances to affect the REPUTATION of an established organization are slim, since they are tiny cogs in a clockwork. They can increase an organization's FAME, even though it will probably not even dent associations such as the US Army or the Freemasons, who are known to all in the nation.

When it comes to HONOR it takes something extraordinary to outweigh everything else happening in the organization. The characters need to accomplish a change that according to the HONOR rules presented earlier would gain or lose 10 steps in HONOR for themselves in order to change the HONOR of the organization 1 step. This is if the organization gets the praise or blame, instead of the characters getting all of it. If so, a change of 9 steps has no effect on the organization's HONOR, 17 is converted to 1, and 21 to 2.

NATIONAL ORGANIZATIONS

National associations have a central leadership and at least 1.000 FAME. They are established in 40 states or territories *or* have 10.000 members. Examples are:

Odd Fellows	The Grange
The Democratic Party	The Republican Party
The Freemasons	The US Army

REGIONAL ORGANIZATIONS

Many of the national organizations have regional and local level functions, but here we are looking for organizations that are more powerful in certain parts of the nation than in others. Formally, a FAME of 750 is required as well as being established in a whole region *or* to have 5.000 members. Examples are:

Abolitionists (North)	Redeemers (South)
Clan na Gael (North)	Suffragettes (North)
Knights of Labor (North)	Teetotalers (North/West)
Ku Klux Klan (South)	Union League (North)
Lost Cause (South)	Wells Fargo (North/West)
Pinkerton Detective Agency (North)	

LOCAL ORGANIZATIONS

To be counted as a well-established *local organization* FAME needs to exceed 500 and the number of members to be at least 1.000. Examples of such organizations:

Texas Rangers (Texas)	Chinese Tong (California)

Guest Customer (Order #49645230)

EXAMPLE OF REPUTATION

After riding at ta gallop for half an hour, the two friends draw reins on a ridge to see if they are followed. The lynch mob seemed to be content with putting them to flight. They dismount and cook some coffee while they reconnect.

Smiley presents them with a cigar each.

"You are the last one I expected to see, but you could not have showed up at a better time. What are you doing in this God forsaken place?"

"I am looking for a no-account who has been seen around Las Vegas. Mostly at the Black Flag, but..."

Matthew looks grim as he speaks.

"I have been to Las Vegas lately, I may have seen him. You'll have to be a bit more specific than a no-account, though. The Black Flag is full of them. Who are you looking for?"

"Earl Haggard. He is a real scum-bucket who used to be the foreman on the plantation where I grew up. At the end of the war he burned all the slaves to death. He killed all my family too."

Matthew grows quiet. His voice will not carry, but there are no words to describe it anyhow.

Smiley can see tears forming in the eyes of his otherwise stone-cold friend.

"Then let's get that son of a bitch. I will help you. He has left town, though. Sawyer wanted to get paid for his whiskey, so Haggard torched his saloon. Sawyer was well-liked around here, so they had to get away really quick. I think they headed north, towards Colorado.

In game mechanics, when Smiley heard Earl Haggard's name, he did a Reputation Check with a D100. Earl Haggard has –27 Honor and 240 Fame. Most of his Reputation stems from Las Vegas, New Mexico, and its environs. Smiley can use all Haggard's Fame to see if he recognizes the name. Anything but 1 (a Fumble) is enough. He rolls 17 and can tell Earl Haggard is Dishonorable, what he has been up to in New Mexico, and who he rides with.

"He rides with two rednecks and a Cherokee, Sam West – a scary one, always with at least one scalp in his belt. They say he never neglects to pass his knife over a fallen enemy's skull."

Smiley runs his hand over his bald head. He began to shave his head when he was a Buffalo Soldier, to cheat the Natives out of his scalp.

The road to Colorado goes through Raton Pass.

As they ride, Smiley tells him about brothers in arms from their time as Buffalo Soldiers.

"Tomaso Bonhomme could join us. He is the smith in Trinidad, north of Raton Pass. Haggard's gang should have gone there. Tomaso's won some boxing matches there, by the way."

A shadow passes over his face.

"Not everyone has been so lucky. I read in the paper that Curtis Free got lynched down in Texas, in Austin, after trying to rob a pharmacy. Poor bastard; he never had any luck in his life."

The day after they pass a farm that has been burned to the ground, a dead man lies scalped in the yard. Matthew is sure they are on track.

"Haggard and West have left their calling cards here. Murderous bastards."

They bury the man before continuing north.

In Raton Pass they talk to Dick Wotton, the proprietor. He recognizes Haggard's name but does not know what he looks like.

As per the rules, Raton Pass is in another county than Las Vegas, cutting the chance of Haggard being recognized down to 50% – that is 120. He did not introduce himself, cutting the chance of his ugly mug being known by another 50% to 60. When Wotton did the Reputation Check to see if he recognized Earl Haggard, he rolled 77 and failed (he needed to roll 60 or less). When Matthew mentions his name, the chance goes up to 120 again. A roll of 41 tells him Haggard is a Dishonorable guy.

Smiley's description of Haggard and the others fits a gang that passed here a week ago.

"They did not stay the night. One of them tried to pick a fight with my friend Kilpatrick, just because he used to wear blue."

Late next night they arrive in Trinidad, at the stables where Tomaso Bonhomme is a smith. Tomaso had not heard about Haggard's gang when they arrived. They left their horses in his stable and Tomaso knows that they are staying at the Colorado Hotel on West Main Street.

When Haggard and his band rode into town, they arrived in a new state. The risk of being recognized is lowered to 25% of their original Fame. Earl Haggard's 240 Fame becomes 60, his brother Jubal's 116 turns into 29, Billy Bob Jenkins' 144 goes down to 36 and Sam West's Fame is lowered from 104 to 26. When Tomaso performs the Reputation Checks, the results are 63, 31, 47 and 92 – he doesn't recognize any of them, even though he heard their names.

Guest Customer (Order #49645230)

COMBAT

Guest Customer (Order #49645230)

QUICKNESS

A drop of sweat trickles down into Jonah's left eye. His heart beats faster and his hands are clammy. He swallows as he tries to get a firmer grip of his shotgun with hands that will not stop trembling.

Clay smirks in response to Jonah's telling him he is under arrest. Clay is known to be a fast gunslinger, but not even he could be fast enough to challenge a marshal with a shotgun, assisted by three revolver carrying deputies. Could he? If the desperado's hands moves near his double holster, Jonah will have to shoot him.

The lawman just wishes it will not be necessary. As the church bells chime he hopes time has not run out on any of them. Clay deserves to hang after a just trial and Jonah has many dreams left.

COMBAT TIME SCALE

When the bullets start flying, when the wolves attack, or when that prize fighter's fist is about to hit you, it feels like time is slowing down. You notice details in a fraction of a second and the blink of an eye turns into an eternity. When battle begins, the game switches to a combat timescale and breaks down time into units called Rounds and Actions.

ROUNDS

In Combat, time is measured in six-second long Rounds (so there will be ten Rounds to a minute of game time). During a Round you will be able to take a number of Actions – how many you can take will depend on how quick you are. Sometimes combat ends after a single Round, but usually a fight will last longer. As long as combat is ongoing, a new Round starts as soon as the previous Round ends.

ACTIONS AND TURNS

Every Round is divided into Actions, each of which takes place on different Turns within the Round. Sound confusing? Let us explain. An Action is a single defined thing you do in combat, like firing your gun or diving for cover.

In each Round, you get one Action for every Degree (i.e. every full five Skill Levels) in your Speed Skill in that particular Discipline. Disciplines can either be defined by the kind of weapon you use, such as Revolver or Rifle, or in Close Combat by your fighting style, such as Boxing or Fencing.

You have to modify your Discipline Speed by the Weapon Speed. i.e. how cumbersome the weapon you are currently wielding is. A small derringer is a lot faster than a Colt Cavalry. Once you do, what you have left is your Combat Speed. This already calculated number is the one you actually use in game. It has a separate column on your *Character Sheet*, and is marked in Black to make it easier to spot right away. The *Weapon's tables* will hold all the stats you need, including Weapon Speed (abbreviated WS). There is a column on your *Character Sheet* where you can write this down too, if you want to have it easily available when you play.

If you end up with a Skill Level for Speed of less than 5, you still get to take a single Action, but this Action will occur last in the Round.

During the Round, Turns are counted down starting from the highest number of Actions that any one participant in the combat can take. If the fastest participant in the combat has 4 Actions, the Round starts on Turn 4. You will join the combat on the Turn that is equal to the number of Actions you can take. For example, if you have Speed 16, you will have 3 Actions per Round (one for every full five Skill Levels, remember), and they will occur on Turns 3, 2, and 1. If you have Speed 13, you will have 2 Actions and take them on Turns 2 and 1. If your Speed score would give you less than 1 Action (i.e. be less than 5), you will still get 1 Action but you will take it after everyone else in the combat has acted, i.e. after Turn 1 has finished.

Guest Customer (Order #49645230)

SEVERAL ATTACKS IN ONE TURN

Normally you cannot take more than one Action each Turn, but there are a few exceptions to this rule.

TWO-GUNS GUNSLINGERS

Double holsters make it possible to always have two loaded revolvers easily available. During long shoot outs when you face multiple opponents, having that extra loaded gun at the ready give you an advantage even if you only use one gun at a time. Two-gun gunslingers are rare, but it will not take you any longer to hold one gun in each hand and fire them both during the same Action (firing two shots in one Action).

There is a reason most people hesitate to fire two guns at once. It is harder to hit, especially with your off hand (i.e. your left hand, if you are right-handed). In order to find out the negative modifier for your off hand, subtract 20 from your Coordination Score. The better your Skill Level, the lower this penalty will be. You will have to subtract it from your To Hit (which we will talk a lot more about in the section about Marksmanship). Now you know how much harder things will be to accomplish with your off hand, should you ever get injured or for some reason not want to use your usual weapon hand. If you want to shoot both guns during the same Action, you get an additional -5 penalty for each shot, since firing twice is harder to coordinate. If you take it one step further still, aiming at two different targets, the penalty is increased to -10 for each shot (and both your targets must be within a 45 degree angle apart from each other).

Your Skill Level in Coordination will reduce all these negative modifiers. Coordination 5 is enough to not get any penalty with your weapon hand (as long as both your shots are at the same target). From there, you can only get better at aiming. By choosing the Specialization *Dual Wielder*, you will also be able to mitigate the penalty for being a two-gun gunslinger with +1/Degree. See *Marksmanship*.

MULTIPLE KNIVES AND ARROWS

You are able to throw up to three knives simultaneously, or make a double shot with bow and arrow. In both these instances, you get multiple attacks with the one Action but it will affect your marksmanship (if not your speed). In close combat you never get multiple attacks but a bonus to your To Hit, since your coordination makes you harder to predict.

In all Disciplines you get to choose a new Specialization once you achieve a new Degree (five Skill Levels) in Accuracy. Some of these are specifically aimed at making it easier for you to accomplish multiple attacks during a single Action, by mitigating the penalties. If you have the Discipline Throwing and choose the Specialization *Hail of Knives*, or Archery and *Double Shot*, you accomplish this.

FANNING

If you are fanning (keeping the trigger squeezed while hitting the hammer with your other hand), you can fire two shots per Action. Each shot will be at a -10 modifier unless you have the Specialization *Fanning*.

Guest Customer (Order #49645230)

WHO IS THE FASTEST GUN?

Every combat starts with determining who is the fastest and thus who gets to act first. In order to do this, you need to calculate how fast you are with the weapon you are using. It is done in four steps:

1. Start with your Skill Level in Speed for the Discipline and the weapon you are using. If you are using your Colt Peacemaker, use your Speed/Revolver Skill Level. Let us say your Skill Level is 17 (you are pretty darn fast!).

2. From this number, subtract the Weapon Speed (abbreviation WS; this number is found in the *Weapon's tables* starting on page 116). Weapons can be slower or faster to handle; it takes longer to draw a bead with a buffalo rifle than with a derringer. The Weapon Speed indicates this.
   If you are standing at the ready with your weapon drawn, the number you get when you subtract the Weapon Speed from your relevant Speed Skill Level determines how many Actions you will have in each Round. We call this your Combat Speed (abbreviated CS on your *Character Sheet*). It is marked in black, since this is the column you will use during game play. The Colt Peacemaker has a Weapon Speed of 2, meaning that your Combat Speed will be 15 (17 - 2 = 15). This means you will still get 3 Actions per Round with your Peacemaker – lucky you!
   These numbers can be calculated in advance for all your weapons and unarmed attacks and noted on your *Character Sheet*, so you do not have to recalculate the numbers each time combat starts. As your Speed Skill Level improves over the course of the game, you will need to update these numbers.

3. If you do not already have your weapon drawn and ready, you also have to subtract the Draw cost for your holster from the Speed Skill Level (this subtraction only applies to the first Round – once you have drawn your weapon you have it ready. On subsequent Rounds you do not have to subtract the Draw cost again).
   Different holsters have different Draw costs – the lower the cost, the faster the holster (see holster Draw costs on page 152). So if you do not have your Peacemaker drawn and ready at the start of combat, but have to draw it from your shoulder holster (Draw cost 4), your effective Skill Level for Speed/Revolver will be 11 (17 - 2 - 4 = 11). You will just have 2 Actions for that first Round of combat – darn it! Write down all the Holster information you want and need on your *Character Sheet* in advance, including Draw cost. This will make it a lot easier to find the information and make the calculation when you are playing.

4. All participants in the combat have to roll for Cool Under Fire to see whether they are ready to act (the roll is successful) or whether they waste their first Action to react (the roll is failed). If you have only 1 Action, and fail your Cool Under Fire Check, you will waste it and not be able to take any action in the first Round of combat.

When everyone has calculated their effective Speed Scores (by looking at the Combat Speed on their *Character Sheet* and withdrawing the Draw-cost from the holster, should they not have their guns at the ready), and determined whether they will use their first Action on reacting, the person with the highest score will act first.

Then, the person with the next highest score who also has the same number of Actions will act in the first Turn of the Round (remember, the first Turn may be Turn 4, or 3, or 1, depending on how many Actions the quickest combat participant has. Also, note that Turns count down, not up), until everyone who has Actions in that Turn have taken them.

Once that is done, you count down to the next Turn and repeat the process. More people might join the combat now. In order to keep track of the order within each Turn just subtract 5 from the highest Speed Score every Turn.

Once the first Round is over, the players use their Combat Speed to determine how many Actions they got and in which order they get to perform them. Cool Under Fire is no longer checked.

Let us say you are well prepared for the combat that is about to begin. You stand with your Colt Peacemaker at the ready and with a Combat Speed score of 15, giving you 3 Actions per Round.

Your first Action will occur on 15 in Turn 3, your second Action on 10 in Turn 2 followed by your third Action on 5 in Turn 1.

If your opponent has a Combat Speed of 13, they will not act in Turn 3 (since they only will have 2 Actions), but on 13 in Turn 2 and 8 in Turn 1.

This means only you will act in Turn 3, but in Turns 2 and 1 your opponent will act before you do. Such are the quirks of fate. Hope you make that first shot!

Guest Customer (Order #49645230)

SPEEDING UP THE TURN SEQUENCE

The more people participate in a combat, the more chaotic it gets. You may then elect to speed up the TURN sequence. The simplest way to do this is to just have everyone's ACTION occur simultaneously in each TURN. The order within the TURN does not matter, but you will have to remember to also apply all the effects of the ACTIONS taken only at the end of the TURN (e.g. if you shoot and manage to kill an opponent when the Game Master has decided to use a sped-up TURN sequence, that opponent still gets to shoot back at you as all ACTIONS occur simultaneously).

Another alternative is to just calculate the TURN order for all Player characters and major non-player characters. Minor non-player characters then always act at the end of their TURNS. The Game Master is the one who determines who is a "major" and a "minor" character in this regard. This will make combat quicker but minor differences in COMBAT SPEED may still be important (which many players appreciate).

If there are 10 or more combat participants on each side, we recommend that you use the *Battle rules* on page 64 instead of the rules detailed here.

HOLDING YOUR ACTION

Sometimes waiting to see what happens is better than just shooting first. You may not want to shoot first when that hothead kid challenges you to a duel, for example. You can elect to HOLD your ACTION, which means that you 'save' your ACTION in order to be able to react to what your opponent does. If you do this, you may then decide to try to ACTIVATE your ACTION outside your own TURN, interrupting the opponent and taking your ACTION first – like when the hothead kid actually fires or when the bandit kicks in the door.

However, HOLDING an ACTION is easier said than done – it requires COOL UNDER FIRE. In order to ACTIVATE an ACTION you have been HOLDING, you need to succeed in a COOL UNDER FIRE CHECK. To succeed you add a d20 roll to your COOL UNDER FIRE and have to reach a result of 20 or more. Your opponent still has his ACTION left, should he still be standing once you are done with yours.

If you fail, your opponent will finish his ACTION before you get to ACTIVATE yours. The situation might have changed by then, but you still have a chance to shake things up.

HOLDING your ACTION is risky, but if you are an experienced gunfighter it can sometimes give you a big edge in combat.

You can only ever HOLD a single ACTION, no matter how much faster you are than your opponent. It is a gamble, but if you play it cool it will give you a chance to look less bloodthirsty. You are actually giving the kid a chance to reach for his gun and all witnesses can testify to you not shooting at first sight.

HOW LONG DOES IT TAKE TO...?

Many things you do while in combat take one ACTION to complete, like firing your gun or hitting someone with your fist. Other things may take more ACTIONS, like reloading a weapon or mounting up on your horse.

If you want to leap for cover, kick in a door, change weapons or something else, the table below shows how many ACTIONS are required. For calculating SPEED and TURN ORDER, use your best COMBAT SPEED.

You may fire your gun while doing any of these, but you will often get a -5 TO HIT modifier (see page 53).

NON-ATTACK ACTIONS IN COMBAT

WHAT ARE YOU DOING?	ACTIONS
Change position while riding	2
Change weapon	1
Close or open door (kicking optional)	1
Draw a gun while in Close Combat	1
Drop an object	1
Drop to a prone position/Rise to standing	1
Duck behind a cover/Look up from cover	1
Dynamite; take out, place, or pick it up	1
Grab an improvised weapon	1
Jump through a window	2
Jump up on a moving train/From horseback	3/2
Mount a horse	3
Push over a table	2
Speak a short sentence (no penalties attached)	1
Spur horse	1
Take cover (to a nearby position)	2
Turn 180 degrees	1
Yank something big/small out of the way	2/1

Guest Customer (Order #49645230)

COOL UNDER FIRE

It is one thing to read about pitched gun battles in dime novels or shooting at cans on a fence. It is another thing entirely to be in an actual gun battle. Every attack can potentially hurt, maim or kill someone – yourself or your opponent. That makes most people hesitate for that split second that may make the difference between life and death. If you want to survive combat in the Wild West, you will need Cool under Fire – sooner rather than later.

Cool under Fire is your ability to fight down your fear, to react without thinking, and to be as ruthless as you need to survive. The higher your Cool Under Fire, the more battle-hardened you are for good or ill. You will certainly improve your chances of survival, but the Game Master may impose penalties on social interaction rolls for characters with high Cool under Fire. To some degree this will follow automatically, especially if you use the rules for Reputation. People tend to talk and gossip about violent encounters, so taking part in many of them will make your name fly high and wide. At the same time, piling up dead bodies may cause fear, no matter how innocent the circumstances might have been at every single occasion.

This sheer amount of death and destruction might make some fear you. Being able to act too indifferently when bullets start flying and people fear for their lives, when many run for cover who are far away from the action, makes people take notice of you. To be able to just stand there and act cool and in control will both impress and scare the people who witness your latest encounter.

You can only raise your Cool under Fire by being in combat. No matter how many stories you hear or stories you read, it is the gun smoke itself that makes all the difference. Then, and only then, do you realize what you are up against.

Cool under Fire Checks are rolled like any other Skill Checks or Attribute Rolls – you succeed on a roll of 20 or more on a d20 + your Cool under Fire. If you fail, you will have to spend your very first action to simply react to the situation that is unfolding. You had better hope your opponent is not too good of a marksman, so you will get a chance to act!

AMBUSH

If you are ambushed, you must make a Cool under Fire Check. If you fail, you will not be able to deduct your Defense from the opponent's attack (To Hit roll) and you will have to use your first Action in the Round to react.

This means combat will begin with your opponent making an attack against you. This attack will effectively be the "last" action of the first Round of combat. Then a new Round will begin, where Combat Speed will tell you when characters act as normal.

If you were being ambushed or otherwise surprised, and failed your Cool under Fire Check, you do not get to use your Defense during the first shot. You are not aware of the imminent danger, and thus your opponents must not subtract your Defense Skill Level from their To Hit Check this Round.

In close combat, a successful ambush means that the person ambushing will automatically have the Initiative for the first attack of the ambush, regardless of who has the highest Combat Speed and the highest number of Actions of the fighters involved.

HOW TO INCREASE COOL UNDER FIRE

Every time you take part in a combat, you get closer to increasing your Cool under Fire. You will, however, have to be patient. It will take a lot of time and many fights to be truly battle tested. The entire encounter will be taken under consideration and the Game Master will award you Combat Points after each combat. How many Points you get depends on how dangerous and complex the combat was, and on whether you were successful or not.

For every 20 Combat Points you earn, you raise your Cool under Fire score by 1.

COMBAT POINTS

DANGER		COMPLEXITY		RESULT	
No danger	1	Straightforward	1	Failure	1
Dangerous	2	Complicated	2	Success	3
High risk	4	Very complex	4	Great success	6

Add scores from each column to get the number of Combat Points your players should be awarded for this particular combat encounter.

Let us look at two examples. Mike has been in a bare-knuckle bar fight with two drunks. He managed to knock them both out while only suffering two Minor Wounds himself.

The situation was not very dangerous (1). It was pretty straightforward (1). That said, it was a success (3). Mike gets 5 Combat Points for his fistfight.

Danah and her gang are executing a carefully planned bank robbery, where they have to time their attacks to the marching band passing by the bank. Their opponents are five well-trained and armed bank guards. In the end, the gang does not succeed. They get caught, but suffer only minor injuries from the fight.

The situation was high risk (4) and had a very complex set up (4). Unfortunately it ended in a failure (1). Danah and her gang each get 9 Combat Points.

Guest Customer (Order #49645230)

EXAMPLE OF QUICKNESS

Matthew was restless and not in the mood to eat, but Tomaso was adamant. "Haggard will not disappear as long as his horse is here. Sleep in the stable, keep an eye on their mounts and get up at dawn." Reluctantly, Matthew had to admit Tomaso had a point.

Next morning, after breakfast, Matthew cleared his throat. "This is my fight. The vigilantes will not be far away when I am done. You had better stay here." Smiley shook his head at his friend. "Don't you know me at all by now?"

"No need for any speeches then! Let's go" Tomaso said as he holstered his gun.

The friends walked towards Colorado Hotel in the empty streets of the early morning. Half an hour later, Tomaso was cold and restless. "I'll go check the stables, to make sure they have not disappeared out the back and left already."

He had just left when Earl Haggard came out of the hotel with his brother Jubal and Billy Bob Jenkins. Earl said something to Jubal and slapped him on the back, smirking. Billy Bob just laughed.

Matthew put an end to their cheery mood by walking out in the street, his shotgun at the ready. Smiley walked up beside him, revolver in hand. "Haggard, you are a cowardly killer. Now the time has come to pay for Pleasant Hill! Unlike your victims, you get to defend yourself."

Earl Haggard was not brave and the sight of armed black men with the gall to threaten him made him as pale as the sheet he wore at Klan meetings. He did not want any townspeople to side with them. Nervously he licked his lips. "It was a slave rebellion. I saved innocent women and children from that attack." Earl tried to sound like one of his heroes, but did not convince anyone. He had his Colt Cavalry at the ready to shoot before finishing the sentence.

You find all the stats you need for this combat on the following table. Everyone begins with a Cool Under Fire Check. Matthew rolls 19 reaching 24 in total – he succeeds. Smiley fails, by only rolling 5. Billy Bob rolls 17, reaching 21 – success. Both Haggards fail, Earl rolls 3 and Jubal 7 – none of them were even close.

Earl shoots first, even though his first Action in Turn 3 was to react. In Turn 2 he shot at 13, aiming at Matthew. The bullet tears Matthew's duster, nothing more. Matthew and Billy Bob both shoot at 11. Matthew pointed the shotgun at Earl and squeezed the trigger, but missed. Billy Bob had no better luck towards Smiley.

At Turn 1 Earl, Smiley and Jubal all shoot at 8. Earl's shot against Matthew is not even close, while Smiley strikes Billy Bob in his right shoulder. The desperado falls down screaming in pain. Jubal aims at Smiley, but his Spencer carbine clicks. He stares down in disbelief, trying to get ready to fire again next Turn. At 6, Matthew is the only one to act, since Billy Bob is wounded. Once again he aims the shotgun at his sworn enemy. This time, luck is on his side. Earl takes a hit at his left side, but he does not fall. This brings the first Round to an end.

During the next Round, Earl is the only one to act on Turn 3, but instead of shooting he begins mounting a horse. It will take him this entire Round (all 3 Turns).

At Turn 2, Smiley aims at Jubal on 13, but misses. At the same time, Jubal hits Smiley in his thigh. The only thing Matthew can do at 11 is to change his weapon, his shotgun is empty.

Both Matthew and Jubal act on 8 during Turn 1 – Matthew is faster with a gun than a shotgun. With a viscous smile Jubal points his rifle at the wounded Smiley, but misses. Matthew saves his friend by shooting Jubal straight through his black heart. The man is dead before hitting the ground.

During Round 3 Earl spurs his horse, leaving Trinidad as fast as he can. Matthew shoots after him, but he is already too far away.

EXAMPLE QUICKNESS

PERSON	SL	WS	CS	ACT.	CuF
MATTHEW DOUGLASS					
SHOTGUN	16	5	11	2	5
REMINGTON ARMY	16	3	13	2	
SMILEY DANSON					
COLT PEACEMAKER	15	2	13	2	5
EARL HAGGARD					
COLT CAVALRY	22	4	18	3	7
BILLY BOB JENKINS					
S&W AMERICAN	13	2	11	2	4
JUBAL HAGGARD					
SPENCER, CARBINE	17	4	13	2	5

SL = Skill Level, WS = Weapon Speed, CS = Combat Speed, Act. = Actions, CuF = Cool under Fire

Guest Customer (Order #49645230)

MARKSMANSHIP

Lee reacted instinctively when he caught a glimpse of the bounty hunters in the bar mirror. They were out to get him, no doubt. All men looked dead serious and had their weapons at the ready.

Lee is not the fastest gun, but he is a marksman. Unlike his opponents, he does not spread bullets high and low. He hits the targets he aims at. As long as nobody else gets involved, Lee should be able to walk away alive from this town too. First, though? He would love a hot bath, a dinner and a good night's sleep at a hotel.

Hopefully there is no over-zealous lawman about. All these self-proclaimed heroes are so tiresome and Lee has not broken the law here yet. Everybody is entitled to self defense, right?

The classic *Western* combat is the one-on-one duel on Main Street. The sun is at its zenith and you and your opponent are 20 paces apart, facing each other, ready to slap leather. The church bell tolls, and you both go for your weapons. When the sound of the bell fades, at least one of you lies wounded or dead. A variation on this classic is the gunslinger patiently waiting to attack while goading his opponent to draw first – in order to be able to claim self-defense when the rookie lies dead in the street, gun in hand.

You now have all you need to simulate this type of situation and decide who shoots first, and how many Actions you both have each Round in case the first shot does not end the battle. The number of Actions is determined by your Skill Level in Speed (in the Discipline of your choice), what weapon you are using, and what Specializations you have chosen. And of course, your Cool under Fire is also important, as laid out on page 36.

Being fast on the trigger counts for nothing unless you can also hit your target. Picture the young, inexperienced gunslinger challenging the grizzled veteran to a gunfight. The young hothead has a lightning-fast draw and squeezes off shot after shot – all misses. Meanwhile, the veteran takes his time, aims carefully and coolly with bullets whizzing around him, and drops the kid with a single bullet between the eyes.

In this section we will tell you all about combat with ranged weapons – not just guns, but bows and arrows and how to handle weapons you throw, too (since Throwing is a Discipline of its own).

TO HIT (To Hit)

Every time you try to use a weapon you first need to find out your To Hit Score. You then roll an open-ended d20 and add your To Hit Score to this roll. Apply any potential Difficulty Levels based on situational factors (such as lighting conditions, range, or if you take aim) and subtract your opponent's Defense (if he or she is aware of the danger). You will get more information about these modifiers later.

In order to hit exactly where you aim, you need a total of 30 or more. A lower result may still be a hit, though. If you aim squarely in the middle of your opponent's chest and are close to 30, you may still hit an arm or a shoulder. A much lower result? You may still hit his head or foot. To determine if and where you hit, you use the Hit Template (see page 46).

Your To Hit Score is based on two primary factors – your skill and the weapon. Your proficiency is your Accuracy Skill Level in the relevant Discipline. For the weapon you are wielding, you need both the general To Hit-modifier it has (some weapons are more reliable than others) and any potential Quality modifier (good or bad). It also matters if you have handled that kind of weapon previously (learned that Weapon Group yet. You learn a new group every Degree). This is your final To Hit score.

You can write it down on your *Character Sheet* in advance, to have it easy accessible during gameplay. By also filling in the modifiers, it will be easy to re-calculate when you increase your Skill Level, and thus get better at To Hit.

Guest Customer (Order #49645230)

ACCURACY

Has your Practice in Combat Skills paid off? Will you hit what you aim for? There are five Disciplines to choose from with ranged weapons: Revolver, Rifle, Archery, Machine Guns and Throwing.

You always have a base chance To Hit with all weapons, even if you have no Practice in the relevant Skill. Your base chance is your Attribute Bonuses for Dexterity, and Perception (for Revolver or Rifle) or Dexterity and Strength (for the others).

TO HIT MODIFIERS (THmod)

Some weapons are easier to aim than others, which you soon to discover when you compare a sniper rifle with a snub-nosed derringer. The longer the barrel of the weapon, the easier it is to aim. All weapons have a To Hit Modifier, listed in the *Weapon Tables* (see p. 116). In the section *Create Your Own Gun* (p. 146) you can see how these Modifiers are calculated or even create a tailor-made shooting iron for your character!

Add the To Hit Modifier to your Skill Level to calculate your final To Hit Score.

QUALITY (Q)

It is easier to hit with a well-made weapon in good condition than a worn, damaged piece. An army revolver that has been lying in a ditch since the war may have a Quality modifier of -3. If you hire a gunsmith in Colorado to create a gun just for your character, you will get a Quality of +2 or more. Normal Quality is 0.

Quality affects your To Hit, for better or worse.

DEGREES AND SPECIALIZATIONS

For every five Skill Levels of Accuracy in a given Discipline, you have reached a threshold and earn a new Degree in that Discipline. Higher Degrees give you advantages beyond having an easier time hitting your target. You get to add +1/Degree to your Fumble Checks, thus reducing your risk of a really bad Fumble as you get more proficient. For every Discipline Degree, you also master a new Weapon Group (see p. 114).

With each new Degree, you also get to choose a Specialization (an area where you have some kind of additional expertise within your chosen Discipline). Every Discipline has its own list of Specializations to choose from. Some Specializations give you permanent modifiers, indicated by a **(P)**, others are special Actions that cannot be used together with other unique Actions during the same Turn.

If a Specialization appears in several Disciplines and you choose it more than once, you get to use the highest bonus it gives, but cannot add them together.

DEGREE

DEGREE	SKILL LEVEL	DESCRIPTION
1	5-9	LAYMAN
2	10-14	EXPERIENCED
3	15-19	VETERAN
4	20-24	EXPERT
5	25-29	MASTER
6	30	LEGEND

Guest Customer (Order #49645230)

FIREARMS

So you aimed for the lousy cur's gut but shot his hat off instead. He was so frightened he surrendered on the spot! Even a bad To Hit Check may let you hit something, if not what you aimed for. When attacking in ranged combat you use the Hit Template. No matter how bad your roll is, make sure to check it carefully as you may luck out (see p. 46).

RIFLES

There are many rifles, from dainty one-shot small game shooters to big honkin' repeaters you seldom need to reload. You will be at -10 To Hit if you are untrained in the use of a rifle. For each Degree you have in Accuracy/Rifle you learn one of the three Weapon Groups available; Muzzle-Loading Rifles, Breech-Loading Rifles, and Repeaters.

If your Degree is zero you are trained in the use of a single individual weapon type (e.g. an 1866 model Winchester) and will be at -10 To Hit with all other rifles. When you reach Degree 1 you will become trained in the use of the Weapon Group that weapon belongs to (Repeaters, in this case). Similarly, when you reach Skill Level 6 you are able to use a single weapon type from the next Weapon Group you plan to learn, and can thus use this weapon with no penalty.

The advantages of rifles are their long range and the potential for severe injuries. However, rifles are more conspicuous than revolvers and you cannot walk around with a rifle in civilized parts without drawing attention. If you are in a city you had better leave your rifle at home. Hotels and livery stables usually have weapon lockers where you can leave your shooter.

MACHINE GUNS

Machine guns have a much higher rate of fire than rifles and revolvers – normally you can fire between five and 20 shots in a single Action (see p. 118 and 134).

In Battles, a single machine gunner counts as a number of people equal to the Rate of Fire for the gun used for attack rolls (use that column in the *Battle table* on p. 67), but only as one when shot at.

If a player or important character mans the machine gun, the Rate of Fire can be used as a bonus on To Hit and potential Injury rolls, instead of rolling that many To Hit Checks. The shooter divides this bonus as she likes between the targets selected during the Action. If the player has a machine gun with Rate of Fire 10 and selects 3 targets for her first Action, she could assign the bonus as follows: +3 for Target 1; + 3 for Target 2; and +4 for Target 3. If she had selected just one target, the +10 would almost guarantee a hit as the air fills with hot lead! Now she makes 3 checks in total this Action (one for each target).

REVOLVER

Revolvers are everything from tiny Derringers you can fit in your vest pocket to long and heavy buggy rifles. None of them are created to shoot animals, like rifles. Revolvers are meant for human targets. They are easy to carry around, and some holsters are concealed. Revolvers are easy to use, especially now that the old cap-and-ball models (where you have to load the gunpowder and the bullet separately) have been replaced with cartridge revolvers. The downside is that they pack less of a punch than rifles. You do not want to face a raging grizzly with just a revolver!

You will be at -10 To Hit If you are untrained in the use of a particular revolver. For each Degree you have in Accuracy/Revolver you will be familiar with one the three Weapon Groups; Revolvers, Derringers and Volcanics. If your Degree is zero you are familiar with a single individual weapon (e.g. a Remington Derringer) and you will be at -10 To Hit with all other revolvers. When you reach Degree 1 you will have learned to use all other weapons in that Group (Derringers, in this case). Similarly, when you reach Skill Level 6 you will be able to use a single weapon from the next Weapon Group you plan to learn, and can thus use this gun with no penalty.

SHOOTING FROM THE HIP

When you shoot from the hip you can get off your shot faster, maybe fast enough to make all the difference. Shooting from the hip lowers the Weapon Speed by 1 (but it can never get lower than 1). It is harder To Hit, however; you get -5 (Difficulty Level Hard).

If you have the *Hip Shot* Specialization you can mitigate this by +1/Degree in Accuracy/Revolver or Accuracy/Rifle depending on which weapon you use. If you have reached Degree 3 in Revolver the penalty is -2 and with Degree 2 in Rifle, that penalty is -3 – unless you choose *Hip Shot* for both Disciplines. Then you are allowed to always use the best bonus (and shoot from the hip with -2).

FANNING

Fanning is when you fire a revolver by keeping the trigger pressed down while you hit the hammer of the gun repeatedly with the palm of your other hand. This makes it possible to fire faster – you can squeeze off two shots per Action instead of just one. The disadvantage is obvious – it is hard to hit anything while you are slapping your own revolver like a madman. The Difficulty of fanning is Very Hard, -10. If you have the *Fanning* Specialization you can mitigate that penalty by +2/Degree (e.g. if you have 3 Degrees with Revolver, you only get -4 when *Fanning*).

Guest Customer (Order #49645230)

REVOLVER

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Revolver and can choose a Specialization. When you use a Specialization to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You have practiced shooting while moving and may therefore reduce the penalty for Simultaneous Actions by +1/Degree.

FANNING – You fire 2 shots each Action while Fanning, but your aim is worse with this two-handed technique. Normally you get –10 on To Hit but if you choose this, you have practiced enough to mitigate the Penalty with +2/Degree in Accuracy/Revolver.

FAST DRAW (P) – You may reduce your Draw Cost from a holster by 1 (the cost cannot go below 1).

FOCUS (P) – You get +1/Degree in To Hit when spending at least 1 Action aiming. You get this bonus even when you only spend 1 single Action for a Quick Aim.

HIP SHOT – It is hard but fast to shoot from the hip; you get –5 on To Hit. This Specialization allows you to mitigate this Penalty with +1/Degree.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/Degree on your Cool under Fire Check.

SPEED-LOAD (P) – You have practiced speed loading your weapon and can lower the Reload time by 1 per cartridge/bullet you load into your weapon.

SPLIT VISION – Reduce the Penalty for shooting at two different targets the same Action with +/1 Degree.

STEADY HANDS (P) – When aiming, you may add +1/Degree to your Attribute Roll for Cool (which determines if you get a Bonus or if you lost your focus).

TRICK SHOT – You have practiced cool stunts while shooting at objects such as cans, coins, and cigarettes. Get +3/Degree on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

TWO GUN SHOOTER (P) – Reduce the Penalty for shooting two revolvers at the same time with +1/Degree.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/Degree to Fumble Rolls, instead of the +1/Degree you would otherwise get.

RIFLE

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Rifle and can choose a Specialization. When you use a Specialization to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You have practiced shooting while moving and may therefore reduce the penalty for Simultaneous Actions by +1/Degree.

DEAD SHOT (P) – With a well-placed shot (result of 20+), you may modify the Injury Roll by ±1/Degree.

FAST DRAW (P) – You may reduce your Draw Cost from a holster by 1 (but the cost may never go below 1).

FOCUS (P) – You get +1/Degree in To Hit when spending at least 1 Action aiming. This is true even when you only spend a single Action for a Quick Aim.

HIP SHOT – It is hard but fast to shoot from the hip; you get –5 on To Hit. This Specialization allows you to mitigate this Penalty with +1/Degree.

LONG SHOT (P) – You are a trained sniper and if you take at least 1 Action to Aim, you get to cut the Range Penalty in half (rounded up).

ONE-HAND GRIP (P) – Using a rifle with one hand comes at a –10 Penalty to Accuracy. Since you spent a lot of Practice on this you may add +2/Degree to your roll when you do. You still cannot use two rifles at once.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/Degree on your Cool under Fire Check.

SPEED-LOAD (P) – You have practiced speed loading your weapon and can lower the Reload time by 1 per cartridge/bullet you load into your weapon.

STEADY HANDS (P) – When aiming, you may add +1/Degree to your Attribute Roll for Cool (which determines if you get a Bonus or if you lost your focus).

TRICK SHOT – You have practiced cool stunts while shooting at objects such as cans, coins, and cigarettes. Get +3/Degree on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/Degree to Fumble Rolls, instead of the +1/Degree you would otherwise get.

Guest Customer (Order #49645230)

ARCHERY

In the popular imagination, the bow is as linked to the native brave as the revolver is to the gunslinger. In dime novels the prairie warriors will first attack with a hail of arrows and then finish their enemies off with their tomahawks. While you should not believe everything you read, it is still true that many native tribespeople are well trained archers, able to handle their bows with elegance and precision. The bow can be a particularly handy weapon if you are crafty enough to make your own arrows.

There are two main types of native bows; the *tall* and the *short* bow. The tall bow takes strength to draw, has a long range and does more damage. The short bow is made for use from horseback, which makes it particularly popular among the Plains' tribes and their skilled riders. It requires a lot of skill to use while your mount is galloping!

Even if there is no great variety of bows to choose from, some consideration should go into your choice of arrows. Natives mostly use their bows for hunting, and select what kind of arrowheads to use depending on whether they are hunting for food or for hides. If you hunt for hides you want an arrowhead that does not tear or damage the hide too much.

You can use the bow to set fire from a distance. Wrap arrow-heads in rags, possibly drenched in flammable liquid, and set the rags alight just before shooting.

Archery is as deadly as it is silent, making it easy for the archer to hide her position between shots. There is not even a flame that can give away your position to a human opponent. If you miss your shot, you might not even scare the game away.

Archery has become the 'new thing' among the East Coast upper classes, though not for combat or hunting. Instead marksmanship is front and center, shooting at targets at different set distances. It is increasingly popular for men and women to compete against each other this way at social gatherings.

FAST ARROWS

The big drawback of bows is their low rate of fire. You have to first *draw the bow* (1 Action) and then *nock the arrow* (1 Action) before you can *shoot*, meaning that you can shoot only every third Action.

You can speed things up at the expense of accuracy. If you *draw* and *nock* simultaneously it is Hard, -5, but there is only *one* Action between your shots. You can even *draw, nock* and *shoot* using a single Action, which is Very Hard to accomplish, giving you a -10 on To Hit. That same penalty applies if you want to shoot two arrows simultaneously. There are, however, Specializations – *Quick Shot* and *Double Shot* – that will allow you to mitigate these penalties somewhat.

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Archery and can choose a Specialization. When you use a Specialization to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – You can shoot while moving – mitigate the Penalty for Simultaneous Actions by +1/Degree.

DEAD SHOT (P) – With a well-placed arrow (result of 20+), you may modify the Injury Roll by ±1/Degree.

DOUBLE SHOT – It is Very Hard (–10 on To Hit) to fire 2 arrows in 1 Action. Both arrows have to be against the same target. *Double Shot* mitigates the penalty with +2/Degree, since you have trained to do it.

FOCUS (P) – You get +1/Degree in To Hit when spending at least 1 Action aiming. This is true even when you only spend 1 single Action for a Quick Aim.

HUNT (P) – You use your bow hunting for prey and defending against predators like mountain lions and wolves. Get +2/Degree when you attack animals.

LONG SHOT (P) – You have trained shooting at a long distance often enough to get your Range Penalty cut in half, as long as you spend at least 1 Action Aiming.

QUICK SHOT (P) – Mitigate your penalties with +1/Degree when you draw the bow and nock the arrow in one Action and shoot the next (penalty -5), or when you draw the bow, nock the arrow and shoot the same Action (penalty -10).

RIDER (P) – Reduce the Penalties for shooting from horseback by +1/Degree in Accuracy/Archery.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/Degree on your Cool under Fire Check.

STEADY HANDS (P) – When aiming, you may add +1/Degree to your Attribute Roll for Cool (which determines if you get a Bonus or if you lost your focus).

TRICK SHOT – You have practiced trick shooting at objects such as cans, spinning wheels, and cigarettes. Get +3/Degree on To Hit when you are showing off your trick shooting. You get no bonus at living targets.

WEAPON CARE (P) – You take such good care of your gear, you get +2/Degree to Fumble Rolls (instead of +1).

Guest Customer (Order #49645230)

THROWING

The Throwing Discipline covers everything from purpose-made throwing knives to bundles of dynamite and plain ol' rocks. It is a silent technique and the weapons produce no muzzle flash, making it easier to stay hidden when you throw stuff. The rate of fire is not impressive, since these weapons are powered by your muscles rather than by gunpowder.

For throwing stuff at people, animals or targets, use the Hit Template (the transparent crosshair you place over your target). If you are aiming for something else, like trying to throw a rock through a window or a stick of dynamite down the narrow canyon, use the *Effect table* instead. A Fast Track solution? 30+ is a Perfect Hit, 20+ should be enough to hit at all.

You will find the Short Range (in yards) of all *Weapons to throw* in the *Weapons table* starting on p. 119. Apply your Strength Bonus to this number, making it easier to reach far if you are strong, but hard to throw any real distance if you are weak.

ARE YOU A JACK OF ALL TRADES?

For each Degree you have in Accuracy/Throwing you have learned to handle all weapons within one of the five Weapon Groups you can choose from here; Axes, Bola, Dynamite, Knives and Objects.

If your Degree is zero you are trained in the use of a single individual weapon type (e.g. a tomahawk) and will be at -10 To Hit with all other weapons. When you reach Degree 1 you will become trained in the use of the Weapon Group that weapon belongs to (Axes, in this case). Similarly, when you reach Skill Level 6 you are able to use a single weapon type from the next Weapon Group you plan to learn, and can thus use this weapon with no penalty.

There are more Weapon Groups in this Discipline, compared to many of the others. The Specialization *Jack of all Trades* allows you to select two new Weapon Groups instead of one each time you reach a new Degree. That way you get versatile quicker.

DYNAMITE

Dynamite is dangerous stuff. Against living targets, use Damage Column 20 (the highest available) on the *Injury table* on p. 80. Against objects, use the Structural Damage rules on p. 70 (where you also find how to calculate the power of a dynamite blast).

If you bundle dynamite together, add 1 yard to the basic blast radius for every stick beyond the first (and also add 1 to the Structural Damage). You can bundle together up to 10 sticks of dynamite before the bundle becomes too unwieldy to throw – and also note that if throwing a bundle of that size, you run a high risk of being within the blast radius when it lands…

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Throwing and can choose a Specialization. When you use a Specialization to mitigate a penalty you would otherwise get, it will not give you a better To Hit than you normally have.

ACROBAT (P) – Throwing no longer requires all of your concentration, thus you reduce the penalty for performing Simultaneous Actions by +1/Degree.

DEAD THROW (P) – With a well-placed throw (result of 20+), you may modify the Injury Roll by ±1/Degree.

FAST DRAW (P) – You may reduce Draw Cost from a scabbard by 1 (but the cost may never go below 1).

FOCUS (P) – You get +1/Degree in To Hit when spending at least 1 Action aiming. This is true even when you only spend a single Action for a Quick Aim.

HAIL OF KNIVES – You can throw up to 3 knives at the same target during a single Action, but it is harder to hit the more knives you throw. 2 knives have –5 To Hit each, 3 knives all have –10. Hail of Knives provides +1/Degree to mitigate these penalties.

JACK OF ALL TRADES (P) – You may choose 2 Weapon Groups/Degree instead of 1 like others. You still get –10 on Weapon Groups you are not proficient in yet.

LONG RANGE (P) – You have practiced long throws and may increase the Weapon Range +1 yard/Degree.

RIDER (P) – Reduce the Penalties for throwing from horseback with +1/Degree in Accuracy/Throwing.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/Degree on your Cool under Fire Check.

STEADY HANDS (P) – When aiming, you may add +1/Degree to your Attribute Roll for Cool (which determines if you get a Bonus or if you lost your focus).

TRICK THROW – You can show off advanced throws aimed at elaborate moving targets, spinning wheels, and similar circus acts. You get +3/Degree on To Hit when performing tricks, never in combat. This counts as the same as Trick Shot in other Disciplines.

WEAPON CARE (P) – You take good care of your gear, allowing you to add +2/Degree to Fumble Rolls, instead of the +1/Degree you would otherwise get.

Guest Customer (Order #49645230)

RANGE

The further away your target is, the harder it will be to hit. *Western* uses four range categories: Short, Effective, Long and Extreme. In the *Weapons tables* (p. 116), the Range given is the Short one. At this range you receive no negative To Hit modifiers.

The Effective range for any weapon is double the Short range, the Long range is double the Effective and the Extreme range is double the Long range.

When trying to hit something at Effective range you are at -10 To Hit, at Long range it is -20 and at Extreme range a whopping -40 To Hit modifier. Most firefights take place at Short or Effective range, precisely because it is so difficult to hit (particularly a living, moving target) at Long and Extreme range. You can read more about Range on p. 115.

AIMING

In order to improve your chances when firing at longer ranges, you can take aim. This means spending Actions in combat in order to get a bead on whatever it is you are trying to hit. There are three ways to aim.

QUICK AIM

Taking Quick Aim costs 1 Action and cuts any Range penalty in half, rounded up (bringing the negative modifier for firing at Extreme range from -40 to -20).

USING A SCOPE

With a rifle scope you can significantly improve your chance to hit at range. A scope can be mounted on a rifle (or removed) in about 1 minute (so you better do it before the bullets start flying!). You still need to spend an Action to take Quick Aim using the scope, but it is enough to remove the Range penalty on Effective Range and cut the remaining Range penalties in half (allowing you to now shoot at Long Range with -5 and at Extreme with -10).

AIMING BONUS

Apart from the Quick Aim and the Rifle Scope, you could also Take Aim up to 3 Actions. You get +5 To Hit for every Action you Aim, if you succeed with a Cool Check. First decide how many Actions you aim, then roll. If you succeed you get the bonus, if you fail, you do not – but the time still passed. You can Take Aim at any Range, even Short.

RANGE PENALTIES

RANGE	BASIC	QUICK AIM	RIFLE SCOPE
SHORT	±0	±0	±0
EFFECTIVE	-10	-5	±0
LONG	-20	-10	-5
EXTREME	-40	-20	-10

EXAMPLE OF RANGE

Matthew is a Veteran of Degree 3 in both Accuracy/Revolver and Accuracy/Rifle. This grants him 3 Specializations in each Discipline. For Rifle he selects Weapon Care, *decreasing the risk of disastrous Fumbles,* Focus *to succeed easier at Aiming, and* Dead Shot *to make sure he does some Damage when he hits his opponent. He is meticulous with the maintenance with his revolver too, making* Weapon Care *his first Revolver Specialization. In order to shoot from the hip without too brutal a penalty, he selects* Hip Shot. Steady Hands *is his last pick, allowing him +3 (+1/Degree) on his Cool Check when Aiming. He definetely needs that bonus, since Cool is his worst Attribute.*

All involved in the fight outside Colorado Hotel is within a 10 yards radius and thus their weapons' Short Ranges. Nobody suffers a To Hit penalty, until Earl steals a horse and ride out of town post-haste (Gallop). A beautiful Palomino was saddled and ready to go outside the hotel; the owner was just settling his hotel bill before leaving town. The Palomino has Move 30 (based on Quickness 15, the standard for this breed. The Temperament Bonus is also added to the Move, but in this instance it is ±0). Earl Haggard is disappearing out of range at a speed of 30 yards each Round. See more on horses and their Moves on page 178.

When Matthew shoots at the disappearing Haggard at Turn 2, his opponent is 10 yards further away but still within Short Range. At Turn 1 the distance has increased 10 more yards, to 25 in total and the Effective Range of Matthew's revolver. Matthew gets -10 on To Hit. Instead of just squeezing the trigger he keeps his cool and take aim. First he uses 1 Action for a Quick Aim, then he spends 2 more Actions during the next Round to try to get a bonus. First he makes a Cool Check, adding a roll of 8 to his Attribute 9. Had it not been for his Specialization Steady Hands *he would have failed, but the +3 he got was just enough to reach 20. When he shoots he gets the +10 Aiming Bonus, which mitigates all the Range penalties – even though Earl is now at Long Range from Matthew, 75 yards away.*

Unfortunately the aim was not enough. Matthew misses and realizes he must come up with a new strategy. He runs towards the stable to get his horse and chase after the cowardly killer trying to escape retribution.

Guest Customer (Order #49645230)

DIFFICULTY LEVELS IN RANGED COMBAT

Combat is rarely as straightforward as a high noon duel on Main Street. All kinds of extraneous conditions and events can make combat more complicated. This section provides information on Difficulty Levels you can apply to your To Hit, should they come into play during a combat.

LIGHT (OR THE LACK OF IT)

It is really hard to see at night – let alone hit something you are shooting at – unless you have some kind of light source. Without it, hitting someone even just a few yards away may be Very Difficult (-10). Even in a high noon duel, it matters whether the sun is at your back or in your face.

ON HORSEBACK

In *Western*, you often find yourself on horseback – including in combat. It is very hard to keep your focus when you have to control your mount and fire a gun (or hit someone with a cavalry sabre) at the same time. All modifiers related to fighting while mounted can be mitigated if you are a skilled rider – you can add +2/Degree in Ride. If you are attempting some kind of trick riding feat while in combat (like hanging off the side of your horse), you also need to make a Ride Skill Check.

TARGETS

It is harder to hit something moving unpredictably at a high speed than an immovable target. The Difficulty Levels presented here reflect that.

SHOOTING STYLES

One of the easiest ways to make it easier to hit something while shooting is to make sure your hands or arms have some kind of support. This could be resting them on the windowsill while shooting out the window, lying down while sniping with your rifle, or using the ground (or a rock) for stability. Conversely, shooting from the hip, fanning, or firing a rifle one-handed will make hitting what you want more difficult.

SIMULTANEOUS ACTION

If you do something else while you are shooting or throwing, it typically imposes -5 on To Hit. If you are involved in a melee, you automatically lose Initiative and can only perform Defensive Moves.

MODIFIERS ARE CUMULATIVE

If you take part in a gunfight in the dark of night while mounted, negative modifiers will add up and make your life difficult. Sorry, but them's the breaks. Maybe a high noon duel ain't that bad?

DIFFICULTY LEVELS IN RANGED COMBAT

SITUATION	MOD
LIGHTING CONDITIONS	
Dawn/Twilight	-5
Pitch Dark	-10
Sun in your eyes	-5
ON HORSEBACK	
Cantering	-5
Galloping	-10
Hanging from the side (also modify for speed)	-5
Standing still	±0
Trotting/Walking	-5
TARGETS	
Can flying through the air	-5
Coin flying through the air	-10
Target moving fast (Canter/Gallop/Run/Sprint)	-5
Target moving slowly	±0
Target not moving	+5
SHOOTING STYLES	
Fanning	-10
Rifle one-handed	-10
Shooting from the hip	-5
Shooting with support	+5
Using two guns in the same Action	-5
SIMULTANEOUS ACTION	
Being involved in a close combat too	-5
Close or open door (kicking optional)	-5
Climb/Jump through window	-5
Mount/Dismount	-5
Run	-5
Standing up from prone/supine position	-5
Turn 180 degrees	-5

DEFENSE

If you are aware that you are being attacked you instinctively try to avoid getting hit. Perhaps you turn your head at the last second or run in a crouch to present a smaller target for your opponent. All these actions are represented by your Skill Level in Defense. Your Defense is your basic survival instinct (the sum of your Quickness and Vigilance bonuses) as honed by training (your Practice in the Defense Skill).

Your Skill Level in Defense is a negative To Hit modifier for anyone attacking you in ranged combat.

In close combat your Skill Level in Defense is needed to calculate your Defend, i.e. the stat you use when you do not have the upper hand in these fights.

Guest Customer (Order #49645230)

THE TO HIT TEMPLATE

The Hit Template is your sight and shows if and where you hit. You can put the crosshair printed on transparent film over any of the Target Templates or use the Fixed Target Template. Placing the crosshair gives the player control. Characters with a steady aim or larger than life attitude usually go for spectacular shots, aiming at a weapon hand or such. Others prefer to aim at the heart, a leg, where the chance to hit is best, or using the Fixed Template.

The Hit Template has an oval shape, since the recoil makes you spread your shots more vertically than horizontally. The progressively larger ovals from the center out on the Hit Template corresponds to every 5 points, where the outer oval shows a result of 10, the next 15, followed by 20 and 25 before bull's eye, which is a result of 30 or more. *(The two smaller example targets below have their first outer circle at 15.)*

When you shoot or throw you roll an open-ended d20 and add your To Hit. Use Difficulty Levels and subtract the opponents Defense. If the result is 30 or more, you hit exactly where you aimed, otherwise you hit one of the points on the template. To find out which one, the Game Master follows one of the 20 lines, as many points as your result. Determine which line to follow with a d20.

If the Hit Location you obtain is on the target, you hit there. If not, it is a miss. Hits in the head or the heart are worse.

1. THE COVER

2. THE AMBUSH

Guest Customer (Order #49645230)

★ THE TO HIT TEMPLATE ★

1. THE COVER

The shooter hides behind a corner of a stone building, but you can aim at the gun-hand when trying to take him out.
Result 18 on line 7 hits the wall. No hit.
Result 11 on line 9 hits the leg.
Result 24 on line 6 hits the chest.

2. THE AMBUSH

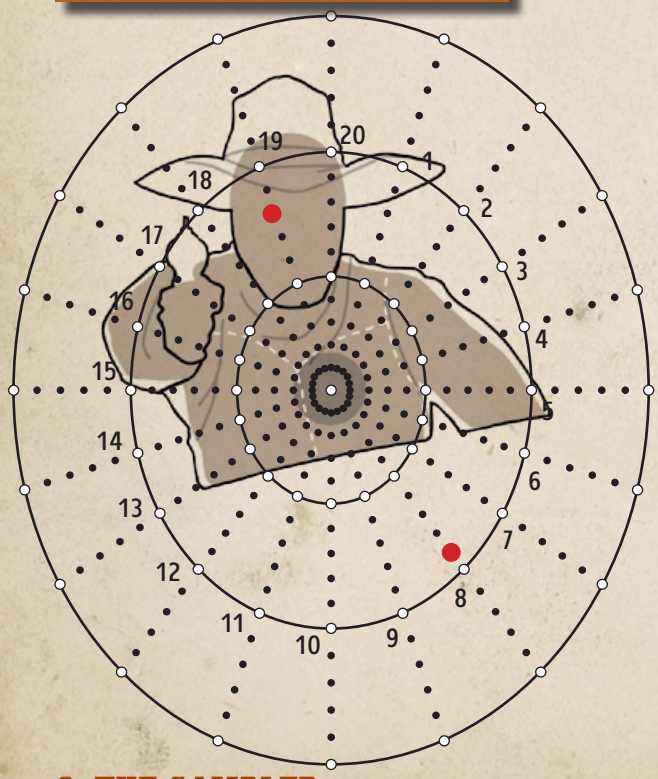
Joe recognized the bounty hunter when he showed his face from behind the rock. Joe aimed right between his eyes.
Result 20, line 3 is high above the head.
Result 23 on line 16 hits the brim of the hat.
Result 21 on line 13 hits the gun-arm.

3. THE GAMBLER

The card sharp was a sore loser but she had not thought him stupid enough to draw on her. She pointed her derringer at his dark heart and squeezed the trigger.
Result 21 on line 8 hits the poker table.
Result 22, line 19 hits the gambler's eye.

4. THE HOSTAGE

The outlaw hid behind Miss Josie as he tried to get away. Lee had to save her and arrest the famous desperado.
Result 21, line 5 hits Miss Josie's head.
Result 22, line 13 hits the outlaw's gun.
Result 27, line 19 is a hit through the hat.



3. THE GAMBLER

4. THE HOSTAGE

Guest Customer (Order #49645230)

EXAMPLE OF MARKSMANSHIP

We return to the combat outside Colorado Hotel to see how the rules for Marksmanship *work. All relevant stats are in the table below. In order to reach your To Hit, you need your Accuracy Skill Level and the weapon's To Hit modifier. See if you hit by taking your To Hit, add an open-ended d20 and subtract the adversary's Defense.*

1 *Earl Haggard initiates combat by shooting at Matthew. He proceeds from his To Hit of 20. The dice shows 13 and he subtracts Matthew's Defense of 10; the result is 23. When the Game Master rolls for what line to use the result is 15. Point 23 at line 15 is a near miss, dangerously close to the body – Matthews's duster is torn by the bullet, but Earl fails to draw blood.*

2 *Matthew has a To Hit of 20 when he fires his shotgun, but rolls only a 6. From this 26 he subtracted Earl's Defense of 10 – leaving only 16. If he is lucky this will hit an arm or a leg, but the Game Master rolls a 2 when deciding what line to follow – the shot passes over Earl's left shoulder.*

3 *At the same time Billy Bob Jenkins points his Smith & Wesson at Smiley and pulls the trigger. With a To Hit of 15 and a roll of 10, the attack is hardly to be considered harmless. Smiley's Defense 10 comes to the rescue and the Game Master rolls line 10 – the shot passes straight between Smiley's legs.*

4 *Earl's second shot at Matthew misses well and truly. He rolls a 1, which is a Fumble. When doing his Fumble Check things turn out better, he rolls 18 and may add 3 (for reaching Degree 3 – Veteran – in Accuracy/Revolver). This amounts to a Fumble Result of 21, which means that he may add his roll of 1 to his To Hit. The end result is therefore 11 (To Hit 20 + 1 – 10 in Defense). The Game Master rolls and gets line 10, but point 11 on line 10 is far from a hit.*

5 *Smiley is more accurate. He shoots at Billy Bob Jenkins and gets 21 (To Hit 19 + a roll of 10 – 8 in Defense). The Game Master rolls line 18, which is a hit in Billy Bob's right shoulder.*

When Jubal fires his Spencer carbine at Smiley he Fumbles, the roll is a 1. On the Fumble Check he gets 13 and adds 2 (Degree 2 – Experienced – in Accuracy/Rifle). Fumble Result 15 means that the weapon clicks; the cartridge fails to ignite. Surprised, the outlaw gets ready to fire again.

6 *Matthew hits Earl's right side by rolling 15 (To Hit 20 +15 –10 Defense), and the Game Master rolls line 14.*

7 *Smiley starts the next Round by shooting at Jubal instead of the wounded Billy Bob. He aims poorly, rolling only a 3 with an end result of 16 (To Hit 19+3-6 Defense). The Game Master rolls line 7, the bullet misses the left leg.*

8 *Jubal squeezes the trigger once again and hits Smiley in the right thigh. The latter falls bleeding to the ground. Jubal rolled 10, which together with his To Hit of 14 equals 24. He has to subtract Smiley's Defense of 10, but 14 is enough to hit when the Game Master rolls line 11.*

9 *Jubal shoots at the wounded Smiley, who now has no Defense and is therefore an easy target. Jubal rolls 2. The end result is 16 and the Game Master rolls line 13 – a miss.*

10 *Matthew has changed weapon and saves his friend by shooting at Jubal. He has a To Hit of 16 with his revolver, rolls 15 and subtracts Jubal's Defense of 6. The Game Master reads the end result of 25 on line 1. A bullet in the heart.*

11 *Matthew shoots too high after the fleeing Earl, rolling only a 6 and the Game Master rolls line 1 (result 12 on line 1).*

12 *The next shot is made at the revolver's Long Range (–20). Matthew Quick Aims 1 Action, and Aims 2 more Actions, succeeding on his Cool Check, which negates the negative modifier for the Long Range completely. He rolls a 4 which together with his To Hit equals 20. When Earl's Defense of 10 has been subtracted the result is 10. The Game Master rolls line 8 – a miss.*

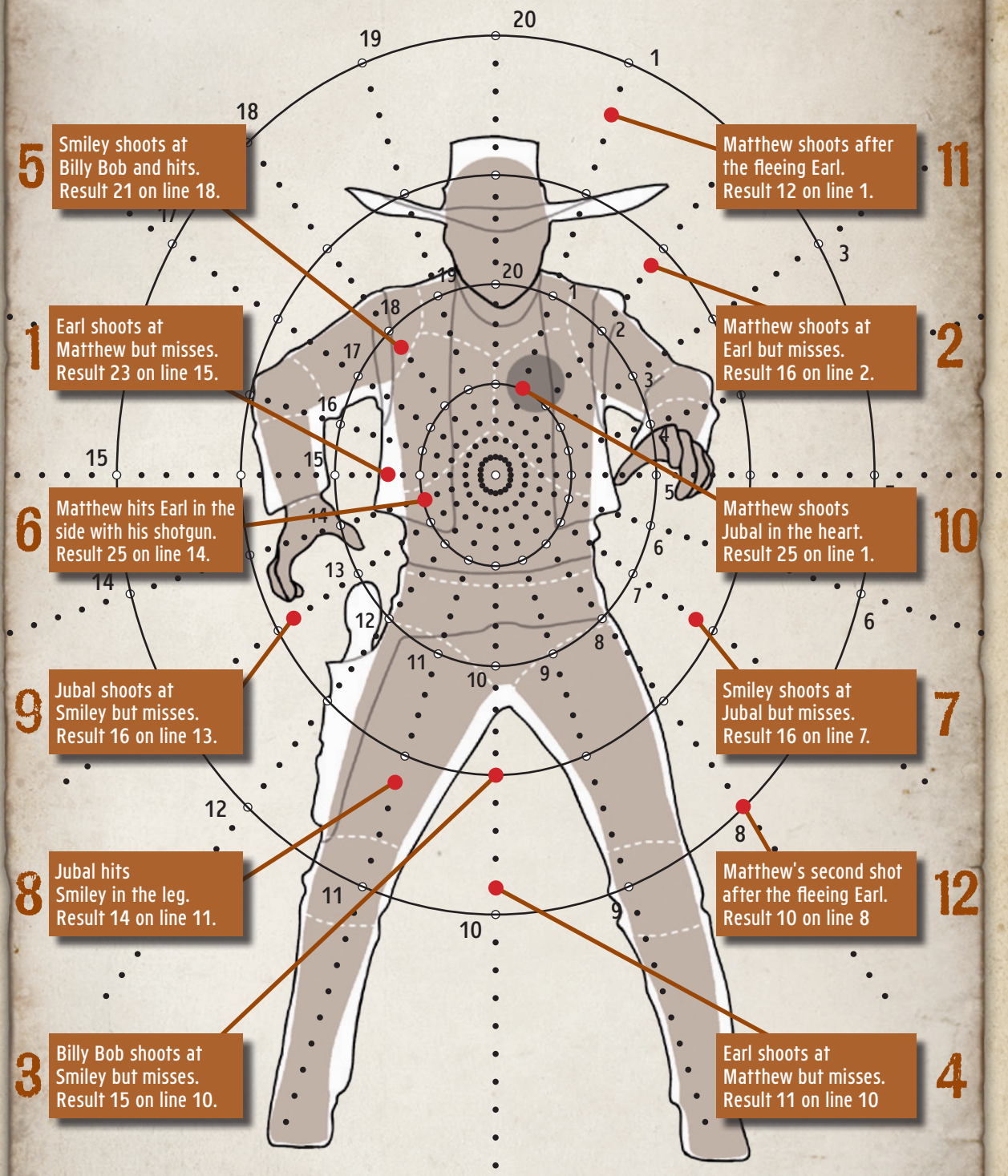
EXAMPLE MARKSMANSHIP

PERSON	SL	THmod	To Hit	Defense
MATTHEW DOUGLASS				
SHOTGUN	15	+5	20	10
REMINGTON ARMY	15	+1	16	
SMILEY DANSON				
COLT PEACEMAKER	19	±0	19	10
EARL HAGGARD				
COLT CAVALRY	19	+1	20	10
BILLY BOB JENKINS				
S&W AMERICAN	15	±0	15	8
JUBAL HAGGARD				
SPENCER, CARBINE	13	+1	14	6

SL = Skill Level, THmod = To Hit modifier

Guest Customer (Order #49645230)

THE FIXED TARGET TEMPLATE



You can find the Fixed Target Template *at the end of this book and in* Western's Game Master Screen. *It is based on a standard aim, square in the chest of your opponent. By using the transparent crosshair over this target template you can aim anywhere you want, such as an arm or a leg.*

Guest Customer (Order #49645230)

CLOSE COMBAT

There is always someone who will start going on about the God damned war. It is even worse when all involved have not fought in it, which Maggie knows is the case here. Most people in this camp did just as her and headed west before the war even started.

She cannot get her head around why they all get so worked up over it each and every Saturday night. Maybe it is just to make something happen, and honestly, a little saloon brawl probably will not kill anyone. That is if all fight fairly and avoid using firearms, knives and broken bottles. For example, the bottle she is swinging at Bob the Mustache's stupid head at this very moment is not broken yet, at least not until it hits him...

Firearms are all well and good, but most people are more likely to get involved in a brawl than in a gunfight. In close combat you have not got access to the relative safety of any possible cover that you would have if using ranged weapons. Instead you are put eye to eye with your opponent and the fight tends to get prolonged when you are both trying to defend yourselves to the best of your abilities while trying to find an opening. Another difference is that you cannot happen to punch someone in the foot when aiming for the chin, unlike when you throw or shoot. Therefore, the *Hit Template* is not used in close combat. The result is instead read on the *Hit Location table* (found later in this section).

MOVES

When firing a gun there is in principle not much variation of what you do – you are squeezing a trigger. In close combat however, there is a big difference if you are trying to punch someone in the mouth, slash with your sabre, parry, or duck. For each Action during the close combat encounter you have to declare what Move you are trying to perform and how *("I'm trying to grab Hold of his weapon hand", "I try to Strike him in in solar plexus", "I Stab him in the thigh with my knife")*. Then the To Hit roll of one is compared to the Defend roll of the other. The one gaining the upper hand gets to choose Attack Moves (like Strike, Kick, Cut), while the one who is in a tight spot (or just not fast enough) can only choose among the Defensive Moves.

Regardless what Close Combat Discipline you learn, you have access to all Moves from the start. Why are there different Close Combat Disciplines then? They vary in styles and *profiles*. Each have six Moves from which you can select three to be extra good at. The Move in which you choose to be most competent is your Primary Move, gaining you +2/Degree (every 5 levels of Accuracy) when performing it. You also choose two Secondary Moves where you receive a bonus of +1/Degree. All Moves are available to you, but you are better at the selected three.

THE EFFECT TABLE

When you have both chosen what Move to perform it is time to roll the dice and see what happens. The one with the Initiative (choosing among the Attack Moves) makes a To Hit roll. The other fighter makes a Defend roll. If the result is equal there is no winner at this time, you just dance around each other, no one gaining the upper hand. In this case, the fastest of you gains the Initiative the next Turn.

More common is that someone gets a better total score than the other after rolling. The winner checks the result (the difference between you) on the *Effect table for Moves* (see page 54). There is a difference in possible outcomes, depending on how much better you scored. You might just gain the Inititative, get a bonus on the next Action, manage a Perfect Move – where you may add extra Damage by adding +2/Degree to the Injury Roll – or succeed with a Precision Attack.

Guest Customer (Order #49645230)

DISCIPLINES

You can choose between six different close combat disciplines: Boxing, Fencing, Fighting, Kung Fu, Savate and Wrestling. Just like with ranged weapons, each Discipline consists of two different Skills that you buy separately, Accuracy determining how well you execute your Moves and Speed determining how fast you are – the latter may be crucial for winning the Initiative and thereby the chance of taking charge of the outcome. You can either choose to learn just one, that kind of defines your character, or several different close combat Disciplines. Each Discipline must be bought separately, as Skills of their own (just like the Disciplines Revolver and Rifle when it comes to Ranged Weapons).

Each Discipline has its own profile and flair, e.g. Boxing makes you a good fist fighter, while Fencing is a style coming into its own with the correct weapon in hand. To mirror these differences each Discipline has six Profile Moves, where you get to choose one Primary Move for +2/Degree and two Secondary Moves for +1/Degree you have in Accuracy. You can pick and choose freely between the six Profile Moves, even though some seem more given than others – boxers not choosing Strike are rare.

Note on your *Character Sheet* what positive modifiers you get for the different Moves. If you have learned several Disciplines where some Moves overlap, you receive the highest modifier you have chosen for the Move in question, but you may not add them all together, to get an even higher modifier.

SPECIALIZATIONS

For each five Skill Levels you attain in Accuracy, you have substantially increased your knowledge in that Discipline and therefore gain a new Degree. For each Degree you may choose a Specialization, something you have put extra practice into. It can for instance be something that always gives you a bonus on a certain Move, which makes the Specialization Permanent (when using this Discipline) and is marked **(P)** in the lists. Others are special attacks that cannot be combined with others, you can only use one of them each Action. These give an immediate advantage, sometimes to the cost of a negative modifier on your next Action.

Each Discipline has its own Specializations. When the same Specialization is found in more than one Discipline you may count the highest Bonus, no matter which of these Disciplines you are using at the moment, but you may not add the bonuses together.

WEAPON GROUPS

You learn to handle new Weapon Groups (p. 114) for each Degree you gain in Accuracy, but you have –10 on all others. Until your first Degree you have Brawling, i.e. you can use your body. At Skill Level 6 you choose a weapon from the next Group you want, such as a Bowie knife. At Degree 2, you learn all weapons in that Group – in this case Knives.

You can specialize in one Group, by choosing it a second time (e.g. Knives). You then gain +1/Degree on your To Hit when using these weapons.

Guest Customer (Order #49645230)

HIT LOCATION TABLE FOR CLOSE COMBAT

HIT \ AIM AT	NR	HEAD (-5)	CHEST (±0)	ABDOMEN (±0)	HIP (±0)	R. ARM (±0)	L. ARM (±0)	GROIN (-5)	R. LEG (±0)	L. LEG (±0)
HEAD	1	1-4	1	1	-	1	1	-	-	-
THROAT AND NECK	2	5-8	2-3	2-3	1	2	2	-	-	-
RIGHT CHEST	3	9-10	4-6	4-5	2	3-4	3	-	-	-
LEFT CHEST	4	11-12	7-9	6-7	3	5	4-5	-	-	-
ABDOMEN	5	-	10-11	8-13	4-7	6	6	-	-	-
HIP/GROIN	6	-	12	14-16	8-12	7	7	1-8	1-2	1-2
RIGHT HAND	7	13	13	17	13	8-9	-	-	3	-
RIGHT FOREARM	8	14	14	18	14	10-13	-	-	4-5	-
RIGHT ELBOW	9	15	15	-	-	14-15	-	-	-	-
RIGHT UPPER ARM	10	16	16	-	-	16-19	-	-	-	-
LEFT HAND	11	17	17	19	15	-	8-9	-	-	3
LEFT FOREARM	12	18	18	20	16	-	10-13	-	-	4-5
LEFT ELBOW	13	19	19	-	-	-	14-15	-	-	-
LEFT UPPER ARM	14	20	20	-	-	-	16-19	-	-	-
RIGHT THIGH	15	-	-	-	17-18	20	-	9-11	6-11	-
RIGHT KNEE	16	-	-	-	-	-	-	12	12-14	-
RIGHT SHIN	17	-	-	-	-	-	-	13-14	15-20	-
LEFT THIGH	18	-	-	-	19-20	-	20	15-17	-	6-11
LEFT KNEE	19	-	-	-	-	-	-	18	-	12-14
LEFT SHIN	20	-	-	-	-	-	-	19-20	-	15-20

TO HIT (To Hit)

You roll To Hit for all your Attack Moves. Add your Skill Level in Accuracy, +2/Degree in Coordination, the weapon's To Hit modifier (THmod) and its Quality Bonus to get your To Hit Value.

COORDINATION

Coordination makes you harder to predict in close combat, but you do not get multiple attacks. Add +2/Degree in Coordination to your To Hit.

THE HIT LOCATION TABLE IN CLOSE COMBAT

To determine where you hit you must declare where you aim. You get –5 if you aim for the head or the groin. If the result is 15+ you hit where you aimed, if it was 10-14, you roll a d20 and check *The Hit table*. Follow the column for where you aimed to see where you hit.

DEFEND (Defend)

Use Defend for your Defensive Moves. You get it by adding your Skill Level in Accuracy, +2 per Degree in Defense, the weapon's To Hit modifier (THmod) and Quality Bonus (good or bad).

DEFENSE

In Close Combat you roll Defend against your foe's To Hit, instead of subtracting your entire Defense Skill from his roll as you do when getting shot. +2 per Degree in Defense are included in your Defend.

SPEED

You get your Speed by adding your Attribute Bonus in Quickness x2 to the Practice you have bought in the Discipline. All weapons have a Weapon Speed, showing how fast or slow they are to handle (in the *Weapons' Lists*). Subtract this Weapon Speed from your Skill Level to get your Combat Speed (CS), the value you use in combat to see how fast you are.

The one with the highest Combat Speed wins the Initiative at the start of close combat. If you are equally fast, both may choose an Attack Move the first Action. For every five Skill Levels in Speed you have, you get 1 Action each Combat Round.

TURNS, ACTIONS, INITIATIVE AND WAIT BONUS

Every Round consists of as many Turns as the number of Actions the fastest combatant has. You can always Defend yourself and use Defensive Moves, even during Turns too high for your number of Actions. In a fight where one boxer has 4 Actions and the other 2, only the first boxer can attack Turn 4 and 3. In Turn 2 and 1, the one who won the Initiative the previous Turn gets to choose Attack Moves.

If you have the Initiative but choose to Wait and not perform an Attack Move, the Initiative reverts to your opponent next Turn and you receive a +5 Bonus your next Move. It is not enough to win the Initiative to get this Bonus. If you are too slow to attack a Turn, you cannot get a Wait bonus.

Guest Customer (Order #49645230)

DIFFICULTY LEVELS IN CLOSE COMBAT

It is not impossible to do something different during Close Combat, like grabbing hold of a chair to defend oneself with (counts as Draw Weapon – just like when the cowardly gunman draws his revolver, or the trapper his knife), kick open a door or turn around completely. On most occasions when you try to do something else while you are locked into a Close Combat, you receive –5 on your roll. Difficulty Level Hard is the standard for all such simultaneous actions. You may only use Defensive Moves if you try to use a ranged weapon (fire a gun or throw a rock) while you are involved in Close Combat.

Other circumstances may affect your chances to succeed during a struggle, like lightning conditions or if you fight from horseback. In these cases, the adjacent table shows what penalties you receive on your roll. Lightning conditions only apply if there is a difference between the two of you, such as one getting the sun in their eyes.

If you try to brandish a weapon requiring two hands with a one-handed grip, you get –10 on your roll.

DOWN AND OUT?

You can fight even when you have fallen to the ground – but it is not as easy as when you are upright, at least not when trying to attack an opponent still on his feet. Therefore, the penalty will be –5 on all Attack Moves you try while lying down. However, you receive no penalties for Defensive Moves, since you can always roll away to try to Evade an attack, or try to Parry with arms, legs or a weapon.

It takes 1 Action to stand up from lying down, or vice versa. During the Turn you change position, it counts as a Simultaneous Action, and you receive –5 on your roll since it is Difficulty Hard to achieve.

FIGHTING MULTIPLE OPPONENTS

Not all fights are fair, fighting one opponent a time. You can defend against one opponent for every Degree you have in Accuracy, but receive –5 on your Defend against all opponents exceeding the first. The Specialization *Overview* can mitigate this penalty.

At the beginning of every Turn, you decide which foe is your *Main Opponent* to fight as normal and without penalties. You get a penalty for the others and they always start with the Initiative against you. If you win the Initiative against any of them during the Turn, that foe must pass the next Turn before being able to attack you again.

You can change your *Main Opponent* every Turn if you wish. However, you only get the Initiative against those you won it against the previous Turn.

If the result in the *Effect table for Close Combat* gives you a Modifier next roll, this counts against your *Main Opponent* the upcoming Turn.

DIFFICULTY LEVELS IN CLOSE COMBAT

SITUATION	MOD
FIGHTING STYLE OR CONDITIONS	
A one-handed grip on a two-hands weapon	-10
Attack a standing foe from a prone position	-5
Every foe beyond the first, if you face many	-5
LIGHTNING CONDITIONS	
Dawn/Twilight	-5
Pitch Dark	-10
Sun in your eyes	-5
ON HORSEBACK	
Cantering/Trotting/Walking	-5
Galloping	-10
Hanging from the side (also modify for speed)	-5
Standing still	±0
SIMULTANEOUS ACTION	
Climb/Jump through window	-5
Close or open door (kicking optional)	-5
Draw weapon	-5
Mount/Dismount	-5
Run	-5
Standing up from prone/supine position	-5
Turn 180 degrees	-5

RANGE IN CLOSE COMBAT

Distance matters. If you are unarmed and face a foe wielding a spear, you are in trouble. You need to close that gap to avoid disaster. Should you get close enough to grab his arm, however, his spear will be more of a hindrance than a boon.

In the *Melee Weapons list* on page 119 you find all relevant stats, To Hit modifier (THmod), Weapon Speed (WS), Damage and Range.

There are 3 Ranges in Close Combat; Short, Medium, and Long. Each weapon has a preferred Range. Should the distance to your foe be another, you may either receive a penalty on your rolls *or* be forced to alter the distance to be able to use your weapon at all. You use the Attack Move Advance to shorten the Range to your opponent 1 Step and Fall Back to increase it 1 Step. If there is ever more than 2 Steps between you, neither of you can reach the other for an attack with a Close Combat weapon. You can, however, choose to turn tail and run.

RANGE IN CLOSE COMBAT

RANGE/DISTANCE[1]	SHORT	MEDIUM	LONG
SHORT	±0	-5	-
MEDIUM	-5	±0	-5
LONG	-10	-5	±0

[1] The Distance between the opponents. Both cross reference for their weapon to get their Range modifier. If there is no number, your only choice is to Advance, Back or pick a Defensive Move.

Guest Customer (Order #49645230)

MOVES

The one with the Initiative has an advantage, controls events and can go on the attack. At the start, the fastest gain the Initiative, after your Cool under Fire Checks. If you and your opponent are equally fast, both can do Attack Moves this Turn. During the combat, you may keep or gain the Initiative by succeeding better than your opponent. If one of you has one or more Actions over the other, that person gains the Initiative automatically at the start of each Round, no matter what happened the preceding Turn.

The struggle for Initiative often makes combat flow back and forth before anyone lands a decisive blow. Close Combat is never stationary, always brisk and surging while the opponents take each other's measure and try to find an opening. Each Turn you tell the Game Master what Move you choose and describe what you are trying to accomplish.

The Moves available to you are all presented here.

EFFECT – MOVES IN CLOSE COMBAT

To determine what happens each Turn, you and your opponent select a Move each. One's To Hit is put against the other's Defend. Both then add an open-ended d20 and any modifiers (from the preceding Turn and Difficulty Levels) to their roll. The difference between you is the winner's Result. You can see the Effect the winner achieved in the table below.

If the result is *equal*, no one has an upper hand. The Initiative belongs to the fastest of you next Turn.

The one with the best result always wins the Initiative next Turn. The bigger the difference, the higher the Result and the higher the Modifier you receive.

A Result of 10-14 is a hit, but not exactly where it was aimed. Use the *Hit Location Table* for details.

15+ allows a hit where you aimed and success with Precision Attacks. These are not intended to harm but to show off, for instance cutting off someone's holster or scoring your initials in your foe's clothes.

20+ is a Perfect Move, a success beyond expectations that always brings an extra advantage. The attacker can also adjust the Damage she inflicts.

EFFECT TABLE – MOVES IN CLOSE COMBAT

RESULT	EFFECT	Initiative	Mod	Damage[1]
EQUAL	Fastest wins next Initiative	-	-	-
1-4	You win Initiative	●	±0	-
5-9	You win Initiative & Modifier	●	+2	-
10-14	Upper hand/Hit, see table	●	+5	±0
15-19	Success/Hit where you aim	●	+10	±0
20+	Perfect Move	●	+10	±2/Degree

[1] At a Perfect Move you hit where you aimed and get to add or subtract 2/Degree in Accuracy to your Injury Roll.

ATTACK MOVES

These are the Moves at your disposal when you have the Initiative. Should you decline to attack and Wait a Turn when you have the Initiative, you get +5 on your next roll and your foe gets the Initiative.

ADVANCE

Decrease the distance to your opponent by one step (e.g. from Long to Medium Range) when she has a longer Range weapon than you have. An Effect of 10+ is needed to Advance one step, while a Perfect Move allows up to two steps to be covered this Turn.

CUT

A powerful sweeping attack performed with a weapon in hand. You may go for a Precision Attack, like chopping off your opponent's holster, shredding his clothes, or scoring the outermost layer of skin. You must declare your Precision intent before rolling – and then reach at least a Success Effect (15+) to get the planned outcome. If your Result was 10-14 on a Precision Attack, you fail to do any Damage at all. However, as long as you won, you get the Initiative and any Modifiers the *Effect table* shows.

DISARM

This attack is not trying to harm your opponent. The goal is to make her lose control of her weapon. You succeed in doing this if you reach an Effect of 15 or more. With a Perfect Move (20+) you can also take control of her weapon yourself if you wish.

FEINT

You are not trying to harm your opponent; a Feint never does. Your goal is to get into a better position for your attack next Turn, when your opponent is fooled or off balance. A successful Feint gives you a mental advantage for the upcoming Turn. Furthermore, you get to double the Modifier on the *Effect table*.

HEADBUTT

There is more than one way to use your head in a fight. Even though your head is hard, you may end up hurting not only your opponent but yourself as well with this Move. If your Result was 10-14, you can ignore the *Effect table* since your attack did hit where you aimed, but you got hurt as well. As long as you are both still standing next Turn you win the Initiative and will get a Modifier of +10 above and beyond any possible Effects of the injuries you both might have suffered. Even if your opponent has grabbed Hold of both your arms, the Headbutt allows you to keep on fighting even when things look bleak.

Guest Customer (Order #49645230)

HOLD

To grab HOLD of someone you must first *hit* the body part you aim for with this MOVE. If you try to grab hold of both arms or both legs you get –5 to your roll. Your foe cannot use the limb in a HOLD unless she succeeds with the DEFENSIVE MOVE BREAK to get free.

Once you (or your opponent) have a HOLD, for as long as it lasts the strongest of you get the difference between your STRENGTH as a Bonus on all opposed rolls. If you have STRENGTH 10 and your foe 15, she gets +5.

You can reiterate the MOVE to try to get a better HOLD of your opponent (get a better result in the *Effect table* and better MODIFIER for the next TURN).

A HOLD will not hurt your opponent unless you have and make use of the SPECIALIZATION CRUSH.

KICK

With a LOW KICK, you get to aim under the midriff of your opponent, knee him in the groin or crush his foot with the heel of your boot. You cannot perform a HIGH KICK aimed at the shoulders or above unless you have practiced KUNG FU or SAVATE.

STRIKE

Many forms of hitting your opponent belongs to this MOVE; striking with your fist, open hand, elbow, etc. This is the quintessential basic attack.

THROW

A HIGH THROW over your shoulder sends your opponent flying through the air and landing sprawled some distance away. A LOW THROW puts him at your feet. The DAMAGE GROUP for FALLING is always 8, but if your opponent lands on a soft surface the INJURY will be less (-2 on the INJURY ROLL), while a hard surface make him suffer a higher INJURY (+2 on the roll).

PERFECT MOVES always give you an advantage. With a PERFECT LOW THROW, you may choose to pin your opponent down (with a HOLD) instead of doing DAMAGE. With a PERFECT HIGH THROW, your foe lands further away, but you could choose to disarm her in instead of doing any DAMAGE during this TURN. Instead, when she leaps to her feet her weapon will be on the ground – closer to you than it is to her.

THRUST

This armed attack also allows PRECISION ATTACKS, like cutting out your opponent's shirt button. You must declare your intention to do this before rolling the dice.

TRIP

You try to topple your opponent to bring him down or at the very least make him lose balance. With a PERFECT MOVE you can choose to pin down your opponent (get a HOLD) instead of doing any DAMAGE.

DEFENSIVE MOVES

If your opponent has the INITIATIVE, either by being faster or by gaining the upper hand during your fight, you cannot attack. Instead, you DEFEND yourself using one of these DEFENSIVE MOVES. None of them will hurt your enemy, but you may win the INITIATIVE and can get a bonus to your roll next TURN.

If you have the SPECIALIZATIONS *Counterattack* or *Riposte*. you may select an ATTACK MOVE even if you DEFEND yourself and do not have the INITIATIVE.

BREAK

This is what you probably resort to when your opponent has got you in a HOLD. You try to BREAK free to regain your freedom of movement. You may continue the fight anyway, with the parts of your body that are not restrained, but being HELD makes that harder.

Until you SUCCEED (get an EFFECT of 15+) you are stuck and the strongest of you also get the difference in STRENGTH between you as a BONUS on her MOVES.

EVADE

You anticipate your opponent's attack and try to get out of the way to avoid harm. Beyond not getting hit, you may get your opponent off balance if you get a positive EFFECT – thereby putting yourself in a better position for the next TURN.

If you accomplish a PERFECT MOVE, you may also change the distance to your opponent 1 STEP.

FALL BACK

You try to increase the distance between you and your opponent by one step (e.g. from SHORT to MEDIUM RANGE). If the RANGES of your weapons differ, you may get a better angle. The one with the longer RANGE often have a reason of doing so, getting the most of his weapon, while the opponent with the shorter weapon will be at a disadvantage. An EFFECT of 10+ is needed to FALL BACK one step, while a PERFECT MOVE allows you to FALL BACK two steps if you so prefer.

PARRY

You try to deflect an attack. If you are carrying a shield or another parrying weapon in your 'offhand', you get a +10 BONUS to PARRY with this weapon (minus your COORDINATION PENALTY for using the wrong hand).

If you win the TURN, but your EFFECT is lower than 5, the object you used to PARRY with may have been DAMAGED. Its QUALITY is lowered by 1 if the INJURY ROLL exceeds the BREAK POINT. If the INJURY rolled *exceeds* the weapon's BREAK POINT by 5 or more, the weapon is broken. However, softer weapons may never damage harder ones – a fist may never break a rapier, no matter how high the INJURY ROLL might be.

If you succeed with a PERFECT MOVE you may roll for DAMAGE on both your opponent *and* on her weapon.

Guest Customer (Order #49645230)

BOXING

Boxing and prizefighting appeal to a growing audience across the nation, even though these matches are sometimes outlawed in the city or state where they are held. The audience love the violent spectacles where man fights man until one of them is beaten. The experienced spectators have learned not to wear their finest to a fight, since the risk of getting splattered with the fighters' blood and sweat is considerable. One of the reasons for such a committed audience is the betting – a lot of money is put up for each fight, and some bet more than they are ready to lose...

Some things are more crucial than others for a pugilist. Being strong and deliver punishing blows are given, but so is being able to take a serious beating. You must be able to take a punch and stay on your feet, and if you fall, you must get up again quickly. With the *London Prize Ring rules*, you get 30 seconds to do so, but with the new *Queensberry rules* from 1867, you only have 10 seconds to get to your feet.

Boxing differs from a simple fistfight in two ways. First, there are rules that determine what you can and cannot do (no punching below the belt, in the back, or on a fallen opponent). Secondly, each fight is divided into *Rounds*, between which the pugilists get a chance to recover somewhat.

A trained boxer is more restrained than the run-of-the-mill ruffian. You have a better defense. Furthermore, you get access to several special punches and Specializations, each of which give you bonuses like higher Damage or higher To Hit. Your fists are your main weapons and no matter what Strikes you try, you may always add the positive Modifiers you receive if you choose Strike as your Primary or Secondary Move. You may also consider adding Feint, Parry or Evade as a Signature Move. They are all common in Boxing. Break or Headbutt are seldom seen in the ring but can come in handy as well.

You do not practice *Boxing* with any weapons other than your fists (Brawling). As you progress through the Degrees, you may consider adding Knives and Objects to your arsenal outside of the ring, though.

BOXING

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	BRAWLING
FEINT	KNIVES
HEADBUTT	OBJECTS
STRIKE	
DEFENSIVE MOVES	
BREAK	
EVADE	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Boxing and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Punches, which you can only use one at a time (you can strike with an Uppercut or a Jab, not both simultaneously).

BALANCE (P) – You step away more easily than most and receive +1/Degree to Evade an attack.

BRAWLER (P) – You are used to taking hard hits in fistfights. You get to add +2/Degree on your Grit Check when you are injured from an unarmed attack.

COUNTERATTACK (P) – You can select Attack Moves even when the Initiative belongs to your opponent. However, this is a more daring and less controlled attack. You risk taking a hit at the same time as you are dealing one, since Effect 5-9 means both of you hit each other and thus both get to roll for Injury.

CROSS – A straight Strike that earns you +1/Degree in To Hit. One of the Special Attacks in Boxing.

GUARD (P) – You are adept at steering incoming attacks away; you get +1/Degree when you Parry.

HOOK – A hard Strike to Parry, giving your opponent -1/Degree (your Degrees) when trying to deflect.

JAB – A quick, light Strike to assess your opponent and search for an opening. You get +2/Degree on To Hit this Turn but –5 on a possible Injury Roll.

KNOCK – A powerful Strike where you go all in at the price of being off-balance next Turn. You get a penalty of –5 on your next Move. If your *Knock* is a hit you get to add +2/Degree to your Injury Roll.

ROLL WITH THE PUNCHES (P) – If you get hit you may *reduce* your opponent's Injury Roll by 1/Degree.

SPLIT VISION (P) – You do not always expect a fair fight and have trained against multiple opponents, which allows you to reduce that Penalty by +1/Degree.

TOUGH (P) – You take pain from fistfights better than most. You get +1/Degree in Guts in unarmed attacks.

UPPERCUT – A powerful Strike that gives you +1/Degree to your Injury Roll *if* you hit your opponent.

Guest Customer (Order #49645230)

FENCING

Fencing has many proud traditions and is considered fundamental knowledge for an officer and a gentleman. In high society fencing is a natural part of a good upbringing for young men, while women are only rarely trained in the art of handling a rapier.

Earlier the rapier was the obvious choice for a duel, a strict contest between two combatants where one or both demand satisfaction for a perceived wrong or insult. After the Civil War people are usually content with letting the affair go on until first blood. Duels to the death still occur, but without the blessing of the Law. Dueling pistols have lately superseded the rapier as the weapon of choice, but if you challenge a high-hat type, he is sure to choose the rapier (it is always the challenged party that gets to choose weapon).

Fencing has become more common in competitions, but of course with blunt blades instead of the sharpest edges perceivable. Interest in sports and organized competitions has flared up in recent years. Fencing is one of the sports that has become popular among the upper class. To determine the winner in a competition duel, three judges are required – two that decide whether each attack is to be considered a hit or not and one umpire with a more general responsibility for the match. Like other sports of judging, a famous fencer is more likely to get a ruling in his favor compared to an unknown new competitor.

The Army equips all men in the cavalry and the artillery with sabres. The Army staff believes sabres to be superior to firearms since they need no ammunition!

Different fencers have different styles. Some gamble all on the attack, wild and violent, and choose Cut, Thrust and Kick as their special Moves. Others prefer to avoid the opponent's attacks by focusing on Parry and Evade; it is dangerous to be hit by a sharp blade! The Feint has a special position among fencers that like to embarrass their opponent.

Fencing is a Discipline that requires a weapon, mainly rapier or sabre. However, the accomplished fencer might surprise their opponent with a Kick or a Strike, just to throw in something unexpected.

FENCING

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	BRAWLING
CUT	KNIVES
FEINT	LONG BLADES
KICK	OBJECTS
THRUST	
DEFENSIVE MOVES	
EVADE	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Fencing and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Moves, which you can only use one at a time (one per Turn).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for Simultaneous Actions by +1/Degree.

ALERT (P) – You recognize when your opponent tries to fool you and get +1/Degree against all Feints.

BALANCE (P) – You try to move just enough to avoid getting hit while turning the combat to your advantage. You get +1/Degree to Evade all attacks.

CIRCLE ATTACK – You may attack up to four different opponents if they are fairly close to each other with one single attack. You receive no Penalty on your result for the first opponent, but –5 for the second, -10 for the third and –15 for the fourth.

CUT SPECIALIST (P) – You get +1/Degree on all Cuts.

DAREDEVIL – You go all in with this attack, giving you +10 To Hit now but –10 on your next Turn.

DIVERSION (P) – Your opponent is easily fooled by your diversions, giving you a chance to establish a firm fighting stance and an opening for your next attack. You always get +1/Degree when performing a Feint.

GUARD (P) – You are adept at steering incoming attacks away; you get +1/Degree when you Parry.

PACIFY (P) – You always get +1/Degree when trying to Disarm your opponent. If your Effect is 15+, you may also choose to get a Hold of the now disarmed foe.

RIPOSTE (P) – You can select Attack Moves even when the Initiative belongs to your opponent. However, an Effect of 5-9 means that both combatants hit each other and thus both get to roll for Injury.

SPLIT VISION (P) – You do not always expect a fair fight and have trained against multiple opponents, which allows you to reduce that Penalty by +1/Degree.

THRUST SPECIALIST (P) – Get +1/Degree on all Thrusts.

Guest Customer (Order #49645230)

FIGHTING

Fighting is a Discipline founded more on brute strength and persistence than exactness, elegance and balance. This is the obvious choice of Discipline for most, since everyone can learn it, no matter class or culture. You are not learning any refined techniques and your need for a teacher or mentor is non-existent. Most fighters are self-taught and they learn new things by trying them out when in a fight, incorporating whatever proves useful into their repertoire.

Fighting is furthermore a Discipline that offers its practitioners a wealth of opportunities when it comes to versatility and the kind of improvisation that characterizes the common saloon brawl. In these fights, you can often see how one upends a table for cover, another wields a bottle, and a third tries a real haymaker, equally apt to knock her opponent out of the fight as to make herself completely lose her balance if she should miss her ferocious attack.

There is absolutely nothing that prevents you from using your Fighting Skills when entering competitions in blood sports of different kinds – be it boxing, fencing or wrestling. On the contrary, most fighters will base their proficiency on Fighting rather than those more advanced Disciplines. However, what you may win in versatility against a specially trained opponent you may lose in excellence. If you meet someone of an equal Degree but drawing his strength from another Discipline, the odds are not on your side. This does not mean that you are bound to lose, it just means that you need a bit more of luck, tactics and skill for things to go your way.

Fighting is not for the cautious and disciplined, since it is mostly focused on attack – armed or otherwise – while defense is pretty ignored. You had better win and keep the Initiative, since you are more skilled at causing damage than avoiding it.

There are no Weapon Groups you cannot choose to learn. Fighting is the obvious choice if you want to be able to fight with knives or any other kind of weapon. You will need something to back up your fists when things go bad, and they usually do…

FIGHTING

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	AXES
CUT	BRAWLING
HEADBUTT	KNIVES
HOLD	LONG BLADES
STRIKE	OBJECTS
THRUST	SHIELDS
DEFENSIVE MOVES	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Fighting and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Attacks, which you can only use one at a time (one per Turn).

ACROBAT (P) – You are sure-footed and can concentrate on several things at once, enabling you to reduce the penalty for Simultaneous Actions by +1/Degree.

AXE FIGHTER (P) – You are skilled at axe fights; get +1/Degree when swinging your axe to Cut or Parry.

BRAWLER (P) – You are used to taking hard hits in fistfights. You get to add +2/Degree on your Grit Check when being injured during an unarmed attack.

CRUSH (P) – This Special Hold allows you to inflict some Injury on your opponent while keeping him or her locked down. Use Damage Group 6 for your Injury Roll and add a bonus of +1/Degree.

DAREDEVIL – You go all in with this attack, giving you +10 To Hit now but –10 on your next Turn.

DIRTY TRICKS (P) – Attack your opponent's vulnerable points (–5 To Hit). If successful, he or she receives -2/Degree (your Degrees) on their Grit Check.

FENCER (P) – Recommended for soldiers and Mexican rebels. You receive +1/Degree when performing a Thrust or a Cut with a long blade

HAYMAKER – This powerful attack increases the Injury Roll if you hit with +1/Degree, but you suffer –10 to your next Move.

IRON SKULL – Get +1/Degree on your Injury Roll if you hit when you Headbutt your opponent.

JACK OF ALL TRADES (P) – You may choose 2 Weapon Groups/Degree instead of 1 as normal. You still get –10 on Weapon Groups you are not proficient in yet.

KNIFE FIGHTER (P) – You get +1/Degree when you Thrust, Cut or a Parry when using a knife or a dagger.

WAR CRY (P) – Natives and Confederates are known for their blood-curdling war cries. For every Degree you have, your opponent gets a Penalty of –1 to his Cool under Fire Check at the start of a fight.

Guest Customer (Order #49645230)

KUNG FU

Kung Fu is a broad term for several different kinds of Chinese martial arts, armed as well as unarmed fighting styles. Here you will find the basics, and in our upcoming *San Francisco Sourcebook,* you can find different Kung Fu techniques to choose from. All Kung Fu Martial Arts are united by their emphasis on always striving for *balance* in your movements and the interplay between the physical and mental.

There is a strong philosophical aspect to Kung Fu, teaching that you can never reach full perfection by imitation of the different motions alone unless you also understand the underlying thoughts and principles. Most practitioners learn a specific technique, often named after an animal (*Dragon, Tiger, Leopard, Crane* or *Snake*). The animal style that suits you will depend on both your body type and your temperament.

Kung Fu is a seldom seen martial art in the US in 1876. It can basically only be mastered by characters with a Chinese background. If you are from some other ethnicity, you will have to create a backstory in cooperation with the Game Master to explain why and how you got a chance to learn this exotic Discipline.

Most practitioners of Kung Fu have learned their skills from a Master. The bond between you should be incredibly strong, because if you are bestowed the honor of his teaching, your Master is ready to leave his entire legacy in your hands. Your Master could be your Mentor (the Talent is applicable here). If something happened to your Master or if your bond is broken, you should make it an important part of your backstory and perhaps a motivation for your adventures.

When you learn the basics of Kung Fu the focus tends to be on Evade, Parry or Disarm. You can also choose signature Moves like Stab, Strike and Kick – the latter making you able to hit above shoulder height if you so wish. It is a rare Move, that will impress anyone who sees you fight.

You can learn to handle several Weapon Groups, as you choose between a focus on power or agility. You also have access to several unique Specializations, such as Incapacitate and Vault.

KUNG FU

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	AXES
CUT	BRAWLING
DISARM	KNIVES
KICK	LONG BLADES
STRIKE	OBJECTS
DEFENSIVE MOVES	SHIELDS
EVADE	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Kung Fu and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Attacks, which you can only use one at a time (one per Turn).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for Simultaneous Actions by +1/Degree.

ARMED MASTER (P) – Get ±1/Degree whenever you try to Cut or Thrust with a weapon in hand.

BALANCE (P) – You try to move just enough to avoid getting hit while turning the combat to your advantage. You always have +2/Degree when Evading.

CIRCLE ATTACK – You may attack up to four different opponents if they are fairly close to each other with one single attack. You receive no Penalty on your result for the first opponent, but –5 for the second, -10 for the third and –15 for the fourth.

DIRTY TRICKS (P) – Attack your opponent's vulnerable spots (–5 To Hit). If successful, he or she receives -2/Degree (your Degrees) on the Grit Check.

FALL (P) – Whenever you fall hard enough to get hurt, you reduce your Injury from falling by 1/Degree and get +1/Degree on your Grit Check.

INCAPACITATE – This Hold (-5 To Hit) renders your foe unconscious with no lasting harm for 1d6 Rounds if the Effect is 15+. A Perfect Hold lasts 1d20 minutes.

IRON FIST – A powerful Strike providing +1/Degree To Hit and +1/Degree on the Injury Roll.

SIXTH SENSE (P) – You are always on edge and alert; receive +1/Degree on your Cool under Fire Check.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that Penalty by +1/Degree.

UNARMED MASTER (P) – You mostly train unarmed and get +1/Degree when performing a Strike or a Kick.

VAULT – Can be done while Advancing, Backing, or Evading. At Effect 1-19 you can move 1 Distance in any direction, at 20+ you may move 2 Distances.

Guest Customer (Order #49645230)

SAVATE

Savate is a French martial art with its origins in street fighting in Paris. It began as severe fines were put on fist fights on Paris' streets in an attempt to make the city more secure for its citizens. Those hoodlums who wished to continue to fight, yet stay clear of the harsh punishment, solved this problem by using legs and feet in combat instead. Among unarmed fighters, Savate has become known for its spectacular High Kicks, but the technique also includes some specialty Strikes with an open palm or a closed fist as well.

As the years have gone by, Savate has spread far beyond its origins in criminal gangs in French cities. Now it has become a Discipline of choice practiced by some, especially French, gentlemen. In America, this martial art is mainly practiced by people of French descent, even though it has begun to be introduced into the Secret Service. The focus on disarming and pacifying opponents is probably the main reason for this.

Savate is much more than just an unarmed combat style. An important part of the training is also oriented towards making use of different kinds of weapons. Fighters practice a lot with traditional weapons such as rapiers and knives. Another aspect is to focus on handling any situation you are in, grabbing whatever is close by to use as an improvised weapon. With that in mind, many Savate fighters train with everyday items they will almost always be able to find, such as a *hat, chair* or *cane*. If you know Savate you never need to be armed to have access to weapons. This combination of unusual Moves and weapons makes a Savate fighter hard to predict and defend against.

Since Savate differs from other Close Combat Disciplines, it is reasonable to suppose that you have learned at least the basics and some Moves from someone. If it is a person close to you, you can add that person as your Mentor (the Talent fits well here).

When you choose Signature Moves (one Primary for +2/Degrees and two Secondary for +1/Degree) you have several Attack Moves to choose among, but only one Defensive. The only Weapon Group you do not get to train on is Shields.

SAVATE

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	AXES
DISARM	BRAWLING
FEINT	KNIVES
KICK	LONG BLADES
STRIKE	OBJECTS
THRUST	
DEFENSIVE MOVES	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Savate and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Attacks, which you can only use one at a time (one per Turn).

ACROBAT (P) – You are sure-footed and able to concentrate on several things at the same time, which enables you to reduce the penalty for Simultaneous Actions by +1/Degree.

BALANCE (P) – You try to move just enough to avoid getting hit while turning the combat to your advantage. You get +1/Degree to Evade all attacks.

CANE – You have trained using your *walking cane* or *umbrella* as a weapon (Weapon Group Objects). While using it in combat you receive a +1/Degree to Cut, Disarm, Parry, Thrust and Trip.

CHAIR – You have trained using a *chair* as a weapon (Weapon Group Objects) and when doing so you receive a bonus of +2/Degree to Disarm and Parry.

CROSS – A straight Strike; get +1/Degree in To Hit.

DIRTY TRICKS (P) – You attack vulnerable spots, like groin, joints, ganglions, and eyes with a Penalty of –5 on To Hit. If you hurt your opponent, they receive -2/Degree (your Degrees) on their Grit Check.

GUARD (P) – You are adept at steering incoming attacks away; you get +1/Degree when you Parry.

HAT – You know how to use your *hat* (Weapon Group Objects) to distract your opponent in combat. When you do, you get +2/Degree in Evade and Feint.

HEEL KICK – A powerful Kick. Get +1/Degree on To Hit and +1/Degree on any potential Injury Roll.

JAB – A light, quick, easy to hit Strike that allows you to assess your opponent while searching for an opening for your next attack. You get +2/Degree To Hit this Turn, but –5 on a possible Injury Roll.

PACIFY (P) – Get +1/Degree when you Disarm your opponent. With an Effect of 15+, you can also get a Hold.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that Penalty by +1/Degree.

Guest Customer (Order #49645230)

WRESTLING

Unarmed combat, man to man, is a popular showdown in many cultures, but perhaps most popular among the Natives and people with a British Isles ancestry. Several different variants and techniques are practiced, but basically it is unarmed combat where the aim is to pin or force you opponent to surrender by applying the Attack Moves Hold, Throw and Trip. Either the one that manages to get his opponent on his back twice is declared the victor or the fight continues until one combatant surrenders. This usually happens if one wrestler gets such a good Hold on his opponent that the latter cannot move or break free without risking serious harm. Strikes and Kicks are very uncommon; most are considered cheating.

Wrestling contests are very popular in conjunction with local festivities or when an itinerant carnival or circus comes to town. Mainly, it is all about glory. At big contests and when you enter the ring to take on the circus' strongman, there are both registration fees as well as a cash prize to the winner. Wrestling is mostly for poor workers in Europe, but it has a different audience in the US since several presidents have distinguished themselves as good wrestlers over the years. The country's first president George Washington was considered a skilled wrestler himself and since his time as Commander, local wrestling contests have been encouraged within the Army. The latest president that excelled in wrestling was Abraham Lincoln. He was long considered to be the second-best wrestler in southern Illinois.

Most wrestlers are more about making their opponent surrender than causing any injuries – even though there are Specializations that allow you to combine Hold and harm in different ways, such as with *Crush* or a *Headlock*. To make it even worse, you can add *Dirty Tricks*. Other Moves you may select to build your own signature style are Trip, Throw, Headbutt, Break (to get out of your opponent's Hold) and Parry.

Beyond Brawling, you can combine Wrestling with the Weapon Groups Knives and Objects.

WRESTLING

PROFILE MOVES	WEAPON GROUPS
ATTACK MOVES	BRAWLING
HEADBUTT	KNIVES
HOLD	OBJECTS
THROW	
TRIP	
DEFENSIVE MOVES	
BREAK	
PARRY	

SPECIALIZATIONS

For every completed five Skill Levels, you gain a Degree in Accuracy/Wrestling and can choose a Specialization. Some of these are marked with a **(P)** which stands for Permanent – you always get the benefit of this bonus. Others are Special Attacks, which you can only use one at a time (one per Turn).

BALANCE (P) – Get +1/Degree when trying to Evade.

COUNTERATTACK (P) – You can select Attack Moves even when the Initiative belongs to your opponent. However, if the Effect is 5-9 you will both get hit each other and thus both of you get to roll for Injury.

CRUSH (P) – This Special Hold allows you to inflict Injury on your opponent (Damage Group 6, get +1/Degree) while keeping him or her locked down.

DIRTY TRICKS (P) – You attack vulnerable spots, like groin, joints, ganglions, and eyes with a Penalty of –5 on To Hit. If you hurt your opponent, they receive -2/Degree (your Degrees) on their Grit Check.

FALL (P) – Whenever you fall bad enough to get hurt, you reduce your falling Injury by 1/Degree and you get +1/Degree on your Grit Check.

GUARD (P) – You are adept at steering incoming attacks away; you get +1/Degree when you Parry.

HEADLOCK – A brutal Hold around your opponent's neck (counts as an attack against the head with a Penalty of -5). If you succeed you do +2/Degree on your Injury Roll, use Damage Group 6.

IRON GRIP – A rock solid Hold that will give you a bonus of +2/Degree on your next Turn as long as you manage to take a Hold at all with this attack.

IRON SKULL – Get +1/Degree on your Injury Roll if you hit when you Headbutt your opponent.

MUSTER STRENGTH (P) – You focus your strength while trying to Break free from a Hold and get +2/Degree.

SPLIT VISION (P) – When you fight multiple opponents, you can reduce that Penalty by +1/Degree.

TACKLE – Advance and take a Hold of your opponent this Turn but get –5 on your next Move. If you reach an Effect of 10+ you may overthrow your opponent and inflict Injury (Damage Group 8).

Guest Customer (Order #49645230)

EXAMPLE CLOSE COMBAT

Sam West sits on a chair outside Exchange Saloon, diagonally across the street from the Colorado Hotel. He is waiting for Earl Haggard and the others to exit the hotel so that they may all head out to scout the road to Denver, upon which they plan to hit the stagecoach. While waiting West spots two armed black men. Soon thereafter the Haggard brothers and Jenkins exit the hotel, where upon the black men step out in the street to confront them. West senses trouble, draws his revolver and aims it squarely at the back of the shotgun-wielding man in a long coat (none other than Matthew Douglass).

A second later, West feels someone grabbing hold of him and hears a gruff "I don't like craven bastards who shoot people in the back, particularly not when they are aiming at my friends". West is then thrown straight out in the street with such force as to relieve him of his revolver, which lands some distance away.

After checking that Haggard's horse was still in its stable, Tomaso returned just in time to see West pointing his gun at Matthew's back. Since West has got his back turned and fails his Cool under Fire Check (the die says 5 and his Cool under Fire is 6 – 11 in total, which is far from the 20 called for), Tomaso's attack is considered an Ambush – the last thing to happen in a Round, and Tomaso has the Initiative thanks to West's failed roll.

Tomaso chooses the Attack Move Throw, while West tries to Evade (Defensive Move). This means that neither of them get any Bonus for their chosen Move or for their Specializations. Tomaso has a To Hit of 23 and rolls 17, a result of 40. West get 20 (18 in Defend and rolls a 2). With an Effect of 20, Tomaso achieves a Perfect Move and chooses to Disarm West instead of inflicting any injury.

ROUND 2 – TURN 3

West is on his feet post haste and spots a heavy-set, bearded black man (Tomaso). He unsheathes his scalping knife to make short work of his opponent just as the first shots ring out from the hotel.

When combat recommences, both have access to all of their Actions since the fight is already under way. No new Cool under Fire Check is needed. At Turn 3, West has the Initiative, since he is the only one that has 3 Actions that allows for Attack Moves. Tomaso may of course Defend himself during Turn 3, but he is not fast enough to attack during this Turn.

West Cuts at Tomaso's abdomen with his scalp knife. Tomaso does not want to risk getting hit by Parrying (his best Defensive Move) and tries to Evade instead. Tomaso is just able to gain the Initiative from West, who got a result of 31 (To Hit 20, +6 for Cut. +10 for the roll, -5 for Simultaneous Action since he is drawing his weapon during the same Turn as he uses it in combat) against Tomaso's 32 (Defend 23 + a roll of 9). With an Effect of 1, Tomaso has the Initiative the next Turn.

ROUND 2 – TURN 2

Tomaso Strikes a hard body blow at West, who tries to Evade. Tomaso manages to retain the Initiative by getting a result of 36 (To Hit 23, +6 for Strike, + 7 for the roll) against West's 31 (18 in Defend and a die showing 13). By using his Primary Move Strike, he achieves an Effect of 5 – not only keeping the Initiative but receiving a Bonus of +2 the next Turn.

ROUND 2 – TURN 1

At Turn 1 Tomaso decides to Strike an Uppercut, *one of his Specializations, aimed at West's midriff. If he hits, he will deal more Damage (+3) than if he had settled for a regular Strike. He misses again, however, when West dances away and Evades the Strike. Tomaso has a To Hit of 23, +2 from the last Turn, +6 for Strike and rolls a 12 = a total of 43. West reaches 34, with a roll of 16 and Defend 18. Tomaso still beat West this Turn and got an Effect of 9, again giving him +2 on his roll next Turn.*

ROUND 3 – TURN 3

Since Tomaso has the upper hand in the fight, he would have retained the Initiative if the Round had not ended. The Initiative automatically passes to West, since he is the only one with 3 Actions, making him able to go

Guest Customer (Order #49645230)

on the Attack this Turn. West realizes that it is only a matter of time before his opponent scores a hit, so he goes all in by utilizing his Specializations Daredevil *(giving him +10 on this roll, but –10 on his next) when Cutting at Tomaso's chest. Tomaso chooses to Evade rather than Parry this time too, but is unable to duck in time and gets hit in his left arm.*

When West Cuts he gets +6 for using his Primary Move, and Daredevil *adds 10 to his To Hit of 14, ending at 50. Tomaso manages 39, with +2 from the previous Turn, Defend 23 and a roll of 14. With an Effect of 11, West scores a Hit – and +5 on the next Turn. He rolls 18 on the* Hit Location table *– left arm.*

ROUND 3 – TURN 2

West goes for another Daredevil *Cut to finally drop the rugged whopper of a man. This time things turn out worse for him, however, as Tomaso Parries the Cut so successfully that he takes over the Initiative and gets a +5 on his next roll (thanks to an Effect of 10).*

Since West used Daredevil *again, he gets +10 on his roll and +5 for the previous Turn. At the same time, he receives a –10 penalty from the previous* Daredevil *attack since the wild attack left him somewhat unbalanced. Only +5 is left to be added to his To Hit of 20. He rolls 3, ending in result 28. Meanwhile, Tomaso receives +6 for Parrying (it is his Secondary Move and he has the Specialization* Guard*) and a Defend of 23. The die shows number 9, which ends in a result of 38 (6 + 23 + 9) and an Effect of 10 (he got 10 more than West this Turn). Tomaso gets a substantial edge on West, who is flailing about wildly with his blade. The next Turn Tomaso gets +5 at the same time as West getting a penalty of –10.*

ROUND 3 – TURN 1

Tomaso unloads an Uppercut *at West's chin and manages a Perfect Move(he rolls 19, has +5 from the previous Turn, -5 for Aiming for the chin and +6 for Strike since this is Tomaso's Primary Move). Together with his To Hit of 23, Tomaso reaches 48 compared with West's 20 (Defend 18, -10 from the previous Turn and a roll of 12). With an Effect of 28, Sam West is out of commission – knocked out cold. Tomaso relieves West off his scalp knife before checking on his friends' in the firefight outside the hotel.*

STATS FOR THE EXAMPLE

Bonuses for Moves increase To Hit or Defend and are listed in the appropriate column below.

EXAMPLE CLOSE COMBAT - TOMASO

WEAPON	SL	THmod	C[1]To Hit		D[2]Defend	CS	CuF[3]	
UNARMED	19	±0	+4	23	+4	23	13	5
BOXING – Degree 3 (Skill Level 19)								
STRIKE (Primary)					+6			
FEINT (Secondary)					+3			
PARRY (Secondary)						+6		
SPECIALIZATIONS – BOXING								
GUARD (P)	+1/Degree on Parry (included above)							
FIGHTER (P)	+2/Degree on Grit Checks in fistfights							
UPPERCUT	+1/Degree on the Injury Roll							

[1] Coordination (+2/Degree) [2] Defense (+2/Degree) [3] Cool under Fire
SL = Skill Level, THmod = To Hit modifier, CS = Combat Speed

EXAMPLE CLOSE COMBAT - SAM WEST

WEAPON	SL	TTHmod	C[1]To Hit		D[2]Defend	CS	CuF[3]	
SCALP KNIFE	15	+1	+4	20	+2	18	16	6
FIGHTING – Degree 3 (Skill Level 15)								
CUT (Primary)				+6				
STRIKE (Secondary)				+3				
HOLD (Secondary)				+3				
SPECIALIZATIONS – FIGHTING								
HAYMAKER	+1/Degree on Injury Roll. -10 next Move							
FIGHTER (P)	+2/Degree on Grit Checks in fistfights							
DAREDEVIL	+10 in To Hit. -10 next Turn.							

[1] Coordination (+2/Degree) [2] Defense (+2/Degree) [3] Cool under Fire
SL = Skill Level, THmod = To Hit modifier, CS = Combat Speed

Guest Customer (Order #49645230)

BATTLES

Jocelyn was yellow but she did not show it. The others trusted her, needed her to stand tall for them all. Villagers should not be able to stand up to bandits, even though they outnumbered their foes. The bandits thought they would be able to loot and raise hell as usual. This time, however, the villagers had prepared themselves for the fight to come. The bandits were in for a rude awakening.

When El Muerte and his bandits came riding in, the villagers were ready. Jocelyn gave him a chance to leave peaceably, but when El Muerte jeered at her she raised her arm and let it fall – the sign the villagers had been waiting for. They stood up from their cover and let fly a swarm of bullets at the surprised bandits!

When a posse chases down a gang of outlaws, the cavalry charges a Native village or Pinkerton agents attack a miners' demonstration, it takes too long to use the *Hit Template* for every person involved. In its stead, use these Battle Rules. The Game Master only rolls once for each side at the end of every Round.

The characters fight one opponent each every Turn, keeping the intensity high while the battle around them evolves dynamically without getting too slow.

TROOP RATING IN BATTLE

Every side in the upcoming battle (Natives, villagers, soldiers etc.) is a Troop. Ahead of the fight the Game Master calculates a joint Troop Rating for each side.

TO HIT

You use the average To Hit for all those in a given Troop and add potential Attack Modifiers.

DEFENSE

Apply Defensive Modifiers to Troops in cover and the like and add the participants' average Defense.

MORALE

What orders will the Troop be able to follow? See p. 65.

ARTILLERY AND MACHINE GUNS

Artillery pieces and machineguns are separate Troops, since they count as more persons when attacking (based on their Rate of Fire for machine guns) than they are. When taking losses, their actual numbers count.

BATTLE PHASES

Begin each Round with the player characters fighting as normal, typically against a main opponent each.

At the end of the Round, determine what happened on the battlefield. Deduct those who fought the player characters or were too hurt to continue from the Troops.

1. LEADERSHIP AND ISSUING OF ORDERS

The Troop can perform only what their Morale allows (page 65). A leader can boost their confidence to execute orders up to 3 steps higher up the Morale Ladder using Leadership (each step is –5 on the roll).

Issue an order and roll Leadership if the Troop must perform above their Morale. When they execute that order, their Morale increases by +1. If your Leadership fails, they only do what their Morale allows. If you Fumble their Morale takes a –1 hit.

2. MOVE

Always move before rolling To Hit and consulting the *Battle table*. The rules for Move and Chases apply.

3. BATTLE

Roll the first Troop's To Hit and subtract the other's Defend, then read the result on the *Battle table*. Next, put the second Troop's To Hit against the first Defense.

4. MORALE

Modify the Troops' Morale based on how it went.

Guest Customer (Order #49645230)

LEADERSHIP AND ISSUING OF ORDERS

Troops will obey all orders up to and including their Morale Level. A Troop with a Morale of 4 or more is prepared to follow any order from their leader. If you want to, or have to, issue an order higher up the Morale Ladder, you must succeed with a Skill Check for Leadership.

Your chance of success is modified by the *opposition* you face, your *status,* and what *order* you issue. Status is a military rank or a generally accepted leadership position for the Troop in question, be it the rancher for her cowboys or the sheriff for his posse. This will grant you a bonus of +10 on your Leadership roll. If your Fame exceeds 100, you gain a further +5.

When your order exceeds the Troop's Morale, you get –5 for every step up the Morale Ladder (to a maximum of 3 steps). A Troop that wants to Desert (Morale –4) can at best be convinced to Retreat.

If the roll succeeds the Troop executes the order and gets a +1 boost to their Morale. If the roll fails the Troop will only do what their Morale allows them. A Fumble reduces the Morale of the Troop by 1.

A Troop without a leader may perform according to their Morale Level, but they are not able to do better than that. Townspeople with Morale 1 may defend the town from the attacking outlaws, but they would never charge or pursue the same outlaws all the way back to their hideout – not without a leader to inspire them and issue the right orders.

LEADERSHIP DURING BATTLE

SITUATION	MOD
OPPOSITION	
WEAK	-5
EQUAL	-10
STRONG	-15
LEADER'S STATUS	
MILITARY RANK/CIVIL POSITION OF AUTHORITY	+10
FAME ABOVE 100	+5
ISSUING OF ORDERS	
1 STEP ABOVE TROOP MORALE	-5
2 STEPS ABOVE TROOP MORALE	-10
3 STEPS ABOVE TROOP MORALE	-15

THE MORALE LADDER

MORALE	TROOPS ARE READY TO...
-4	DESERT
-3	CAPITULATE
-2	FLEE
-1	RETREAT
0	TAKE COVER
1	HOLD POSITION
2	ADVANCE
3	ATTACK ENEMY LINES
4	STORM FORTIFICATION

Guest Customer (Order #49645230)

ON TO BATTLE

THE BATTLE TABLE

In Battles each Troop acts as one unit. How successful it is depends on their To Hit, the die roll, and how many people they consist of. The *Battle table* covers up to 50 people. If the Troop is larger you combine columns to get your result. Keep the columns to as few as possible and always include the highest number that can be read from the table; if they are 70 people, you roll once and read from both column 50 and 20 and add the results together. With a result of 20, the opponent Casualties add up to 12 (8+4=12). If they were 18 instead of 70, the same die roll would result in 4 Casualties (3+1) read from columns 13 and 5.

Determine how many Musicians each (military) Troop has before the battle. They are not included in Troop size, To Hit or Defense, but grant a Morale Bonus as long as they remain on the battlefield.

MODIFIERS

Before you roll To Hit you apply any Modifiers. If the people in the Troop have 2 or 3 Actions on average or include riders with Cavalry Charge, this will grant a Bonus. If the leader succeeds with a Military Strategy roll before battle commences you may add +1/Degree to the Troop's To Hit.

There are ways to increase the Defense of the Troop when taking enemy fire. They get increased Defense if they are *prone* or *behind cover*, e.g. a wall or a tree trunk. Troops in *fortification* are even harder to hit. Finally, a leader can affect the Troop's Defense by succeeding with a Skill Check for Military Strategy before the onset of battle, adding +1/Degree in Military Strategy to the unit's Defense.

RESULT

After adjusting the To Hit roll with applicable Modifiers and subtracting the enemy Troop's Modified Defense, you read the *Battle table* at the appropriate line and column(s) to see how many enemies have been put out of action. Then roll the enemy Troop's To Hit and subtract the first Troop's Defense (applying all Modifiers). When all checks are done, recalculate the Troops' Ratings and proceed to the next Round.

DEAD OR ALIVE

When the characters know the persons in the Troop, they may be from the same hometown, military unit or tribe, they may want to know their fates. Determine at random who gets hit (make a numbered list of people and let the dice decide). Roll a d6 for all who was hit after the battle to see which Injuries they sustained:

1-2 = Major Wound, 3-4 = Severe Injury,
5 = Critical Injury, 6 = Dead.

SPECIAL EVENTS

When rolling To Hit, you may use the rolled number in the table below to see if a Special Event occurs.

SPECIAL EVENTS

D20	EVENT
1	IMPORTANT PERSON LIGHTLY INJURED BY FRIENDLY FIRE
2	ONE PERSON KILLED BY FRIENDLY FIRE
3	ONE PERSON HURT BY FRIENDLY FIRE
4	THE MORALE OF THE ENEMIY INCREASES BY +1
5	OWN TROOP'S MORALE DROPS WITH -1
6-10	NO SPECIAL EVENT THIS ROUND
11	ONE ADDITIONAL ENEMY GETS HIT
12	THE ENEMY'S STANDARD GETS HIT
13	OWN TROOP'S MORALE INCREASES WITH +1
14	THE ENEMY'S MORALE DECREASES WITH -1
15	ONE OF THE ENEMY MUSICIANS GETS HIT
16	IMPORTANT ENEMY LIGTHLY INJURED
17	ANOTHER TWO ENEMIES HIT
18	IMPORTANT ENEMY GETS HIT
19	OWN TROOP'S MORALE INCREASES WITH +2
20	ENEMY'S LEADER GETS HIT

FRIENDLY FIRE – Low rolls of 1 to 3 result in losses to friendly fire. At 1 it is a player or some other important character that gets hit. At least this Injury is Minor.
MORALE – Several results in the table will lead to changes in Morale for your own Troop or the enemy's. These changes are above and beyond what the regular outcome of the Round would lead to, considering the Morale fluctuations due to Losses.
INCREASED LOSSES – Some Special Events let you hit one or two more enemies than the *Battle table* shows, increasing the enemy Troop's losses.
STANDARD – If the standard bearer falls, the enemy will lose the Morale Bonus for having a Standard next Round. Then someone else will pick it up and raise it again, reinstating the bonus. If the enemy does not have a Standard, they take 1 additional Casualty.
MUSICIAN – If the enemy's last Musician falls, their Morale Bonus for Musician is lost. If they have no musician (left), they take 1 additional Casualty.
IMPORTANT PEOPLE – The players are included in this category. If they get shot, use the *Hit Template* as in a normal attack and roll for Damage and Grit the same way you usually do to. Important characters may be officers, distinguished warriors, a foreman for the cowboys, or a notorious desperado. The player characters main adversaries always belong to this category.
LEADER – The leader may be an officer, Native chief, rancher, outlaw leader, or the sheriff leading the posse.

Guest Customer (Order #49645230)

★ BATTLES ★

ATTACK MODIFIERS

SITUATION	MOD
2 Actions/Round (Troop's average)	+5
3 Actions/Round or more (Troop's average)	+10
CAVALRY CHARGE (80% must have this Group Talent)	+5
LEADER'S MILITARY STRATEGY	+1/Degree

DEFENSIVE MODIFIERS

SITUATION	MOD
PRONE TROOP OR TROOP IN COVER	+2
PRONE TROOP IN COVER	+5
TROOP IN FORTIFICATION	+10
LEADER'S MILITARY STRATEGY	+1/Degree

BATTLE TABLE

	NUMBER OF MEN																		
RESULT	5	6	7	8	9	10	11	12	13	14	15	17	20	25	30	35	40	45	50
1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1
2	0	0	0	0	0	0	0	0	0	0	0	1	1	1	1	1	1	1	1
3	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2
4	0	0	0	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2
5	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
6	0	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
7	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3
8	0	1	1	1	1	1	1	1	1	1	1	1	2	2	2	2	3	3	3
9	1	1	1	1	1	1	1	1	1	1	1	2	2	2	3	3	3	3	4
10	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4
11	1	1	1	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4
12	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	4	4	5	5
13	1	1	1	1	1	1	1	2	2	2	2	2	2	3	3	4	4	5	5
14	1	1	1	1	1	2	2	2	2	2	2	2	3	4	4	4	5	5	5
15	1	1	1	1	2	2	2	2	2	2	2	3	3	4	4	5	5	6	6
16	1	1	1	2	2	2	2	2	2	2	3	3	3	4	5	5	6	6	7
17	1	1	1	2	2	2	2	2	2	3	3	3	3	4	5	5	6	6	7
18	1	1	2	2	2	2	2	2	3	3	3	3	4	5	5	6	6	7	7
19	1	1	2	2	2	2	2	3	3	3	3	4	4	5	5	6	7	7	8
20	1	2	2	2	2	2	3	3	3	3	3	4	4	5	6	7	7	8	8
21	1	2	2	2	3	3	3	3	4	4	4	4	5	6	7	8	8	9	10
22	2	2	2	2	3	3	3	3	4	4	4	5	5	7	7	8	9	10	10
23	2	2	2	3	3	3	3	4	4	4	4	5	5	7	8	9	9	10	11
24	2	2	3	3	3	3	4	4	4	4	5	5	6	8	8	10	10	11	12
25	2	2	3	3	3	4	4	4	5	5	5	6	7	9	9	10	11	12	13
26	2	3	3	3	4	4	4	5	5	5	6	7	7	9	10	11	12	14	14
27	2	3	3	4	4	5	5	5	6	6	6	7	8	10	11	12	14	15	16
28	3	3	4	4	5	5	6	6	7	7	7	8	9	12	13	14	16	17	18
29	3	3	4	4	5	6	6	7	7	7	8	9	10	12	13	15	17	18	19
30	3	4	5	5	6	6	7	7	8	9	9	10	11	13	15	17	19	20	22
31	4	4	5	6	6	7	7	8	9	9	10	11	12	15	17	19	21	23	24
32	4	5	5	6	7	7	8	9	10	10	10	12	13	16	18	20	22	24	26
33	4	5	6	7	8	8	9	10	11	11	12	13	15	18	20	23	25	27	29
34	5	6	7	8	8	9	10	11	12	12	13	15	17	20	23	26	28	31	32
35	5	6	7	8	9	10	11	12	13	13	14	16	18	21	24	27	30	32	34
36	6	7	8	9	10	11	12	13	14	14	15	17	20	24	27	30	33	36	38
37	6	8	9	10	11	13	13	15	16	16	17	20	23	27	30	34	37	41	43
38	7	8	10	11	12	13	14	16	17	17	18	21	24	29	32	36	40	43	46
39	8	9	11	12	13	15	16	18	19	19	21	23	27	32	36	41	45	49	52
40	9	10	12	13	14	16	18	20	21	22	24	25	30	36	42	46	50	55	59

Guest Customer (Order #49645230)

MORALE

THE MORALE RATING OF TROOPS

Before battle commences you calculate each Troop's Morale Rating by adding their average Cool under Fire to +1/Degree in To Hit (use their average here too) and (Military) Drill. In the table below you can find things enhancing or reducing their Morale.

THE MORALE RATING OF TROOPS

CALCULATION OF TROOP'S MORALE	MORALE
BASIC STATS	
COOL UNDER FIRE	+1/STEP
TO HIT	+1/5 STEPS
DRILL/ELECTIVE	+1/DEGREE
MORALE ENHANCERS	
FAMOUS LEADER	+1/100
DRILLED (NOT MILITARY)	+1
FANATICS	+1
MUSICIAN	+1
CLOSE TIES (FRIENDS/FAMILY)	+1/+2
STANDARD	+1
HIGHLY MOTIVATED	+1
MORALE REDUCERS	
UNMOTIVATED	-1
HUNGRY AND/OR TIRED	-1

FAMOUS LEADER – The Troop gets + in Morale per completed 100 of Fame (212 gives a bonus of +2)
DRILLED – Troops without (Military) Drill get a bonus if they are trained and somebody tried to drill them for at least a day. Natives always receive this bonus.
FANATICS – The people in the Troop share a strong conviction they are prepared to die for. The Fenians (Irish Rebels), religious crusaders, and Dog Soldiers from the Plains Tribes all belong to this category.
MUSICIAN – The Army uses buglers and drummers to improve Morale. Custer's 7th Cavalry always plays the march *Garryowen* when attacking. When the last musician of the Troop falls, this bonus is lost.
CLOSE TIES – Friends and relatives are more loyal to each other than to strangers, especially in the face of danger.
STANDARD – A banner or other important symbol for the Troop. If the standard bearer falls, the bonus is lost the next Round, when somebody else picks it up and the bonus is reactivated again.
HIGHLY MOTIVATED – For instance, used when Natives defend their homeland or settlers their family farm.
UNMOTIVATED – Those who are forced to fight or do it for money are not as trustworthy or committed as others.
HUNGRY AND/OR TIRED – Troops who has not slept or eaten in a day are somewhat demoralized by fatigue. Try to let your soldiers rest up before battle, if possible.

MORALE MODIFIERS DURING BATTLE

During a battle the Morale of the Troops will fluctuate depending on circumstances. Modify the Troop's Morale if something in the table comes to pass. A changed Morale may have consequences for the issuing of orders and the Leadership Skill Check.

MORALE - SITUATIONAL MODIFIERS

SITUATION	MORALE
MORALE ENHANCERS	
COUNTED COUP (FOR PLAINS' TRIBES)	+1
WAR CRY	+1
WEAK OPPOSITION	+1
MORALE REDUCERS	
FIRED UPON BY ARTILLERY/MACHINE GUN	-1
THE ENEMY IS USING EXPLOSIVES	-1
LOSSES	-1/10%
LOSS OF LEADER	-1
STRONG OPPOSITION	-1

COUNTED COUP – Plains Tribes Natives may choose to *count coup* instead of taking out an enemy. For each enemy counted coup on, the Native Troop's Morale increases with +1 (and the enemy's losses decrease by 1).
WAR CRY – Anyone can whoop, but to make it count as a War Cry the Troop must have used it together for at least ten fights. Examples of War Cries are the famous *rebel yell* of the confederates and the *war whoop* of the Natives. The War Cry instills fear in the enemy and strengthens the shouting Troop's affinity.
WEAK OPPOSITION – If both sides have generally the same prerequisites, a Weak Opposition means that the enemies are fewer in number. The opposition may also seem weak for other reasons, like when a band of hardened outlaws face down twice their number of scared and poorly armed townspeople.
ARTILLERY AND MACHINE GUN – To be fired upon by artillery or a machine gun has a demoralizing effect, making Troops think twice before charging headlong into a storm of lead and gunsmoke.
LOSSES – Losses are the worst thing that can affect Morale. For every full 10% in casualties the Troop receives compared to the number of soldiers at the start of the battle, Morale is reduced by –1.
LOSS OF LEADER – If the leader gave the Troop a large Morale Bonus thanks to her high Fame, her loss can become catastrophic instead of just substantial. If a new leader takes over, the Morale loss will be mitigated, but not until another Round has passed.
STRONG OPPOSITION – A strong opposition may be better armed, more skilled in battle, or simply just consist of many more persons to fight against.

Guest Customer (Order #49645230)

MORALE OUTCOME

Battle is in full swing, you have issued your orders, and it is time for your Troop to act. As long as their Morale is equal or higher to the order you issued, they will follow through. There is no need for a Leadership Skill Check. You save them for the times you ask your Troop to act beyond their Morale Rating.

They can over perform up to 3 steps on the Morale Ladder if your Leadership Check succeeds, but you get –5 for each step on your roll. If you succeed, they will follow you (and get a +1 Morale Bonus next Round). If you fail, they will do no more than what their current Morale tells them to.

MORALE LADDER – MOVE AND EFFICIENCY

MORALE	TROOP READY TO ...	MOVE[1]	TROOP[2]
-4	DESERT	100%	0%
-3	CAPITULATE	0%	0%
-2	FLEE	100%	0%
-1	RETREAT	50%	50%
0	TAKE COVER	0%	50%
1	HOLD POSITION	0%	100%
2	ADVANCE	100%	100%
3	ATTACK ENEMY LINES	100%	100%
4	STORM FORTIFICATION	100%	100%

[1] The Troop's Move is the average Move of its individuals. When Capitulating, Taking Cover or Holding Position, they do not Move. The Troop gets half their normal Move when in a controlled Retreat.
[2] What percentage of the Troop is ready and able to return fire.

DESERT

The Troops flee in total panic at their full Move as far away from the enemy as they can. No one even bothers to slow down enough to return fire. As a leader, you may try to control them the next Round, but if that fails half of the Troop has scattered and will not take part in this battle anymore. If a second attempt during the following Round, fails too, it may take hours (at best!) before they are ready to face the enemy again.

Troops that are ready to Desert may only be coaxed to Capitulate, Flee or Retreat.

CAPITULATE

The Troops are exhausted and ready to surrender their arms to the enemy. They neither move in ordered rank and file nor return fire. You may be able to control them again, but do not expect too much. Until you manage to increase their Morale (e.g. by succeeding with a Leadership Skill Check), the most advanced order they might follow is to Take Cover.

FLEE

The Troop retreats at their full Move, but you are still in contact with them. You have a chance to stop them and try to make them Hold Position at best instead (with a –15 penalty). Take Cover is only -10.

RETREAT

The Troop Retreats in good order, at half their Move away from the enemy. One half of the Troop fires at a 50% Efficiency (the Troop counts as half as many for the purpose of firing), covering the other half's retreat. Then they change tasks, helping each other out of a hairy situation.

If you muster your Leadership Skills you can still make them Advance at –15 to your Skill Check, but it is no longer possible to make them fix bayonets and Attack Enemy Lines. For a less severe penalty, you might make them Hold their Ground.

TAKE COVER

The Troops are feeling the pressure and fear of being under fire. Half the Troop dive for cover and take no active part in the battle. Only half can roll To Hit.

This is an unfortunate state of affairs. It is recommended that you either order your Troop to Hold Position (-5 on the Leadership Skill Check) or to sound the Retreat. In the long run both of these are a better position to be in than the one you are in now.

If you prefer to up the stakes, you can order the Troop to rush across the field of battle into the guns of the enemy instead (Attack Enemy Lines). It is a hard ask and comes at a penalty of –15 on your Leadership Check.

HOLD POSITION

You have full control of your Troop and they are prepared to defend the position you have ordered them to hold, however dire the situation becomes. With a successful Leadership Skill Check, there is nothing you cannot make them do (albeit with a penalty of up to –15 on the roll to make it happen).

ADVANCE

This is a more careful version than Attack Enemy Lines. The Troop is in good spirits and is ready to Advance on the enemy position and to fire whenever you request. If you want them to Attack Enemy Lines, you receive a –5 penalty to you Leadership Skill Check or –10 if you require them to scale the walls of a strongly held position like a fort.

ATTACK ENEMY LINES

The Troop is ready to fix bayonets and attack the enemy in open terrain or light cover (like walls or trenches). You only have to roll for Leadership (with a –5 penalty) if you want them to storm a fort.

STORM FORTIFICATION

The Troops are ready to follow any order, even storming a fortified position bristling with artillery. You do not even have to roll for Leadership – just tell them what you want and they are ready for action.

Guest Customer (Order #49645230)

ARTILLERY AND EXPLOSIVES

Captain Carmichael chuckled to himself. Poor bastards! Did they really think they could catch him that easily? With troops on a bridge? He had broken through many a blockade before and wouldn't give in without a fight.

He ordered the guns loaded with canister and let fire and death rain down on the soldiers. Another time he might have chosen solid shots instead, to shoot up the bridge, but this time he had to pass through the narrow gap himself.

STRUCTURAL DAMAGE

When artillery and explosives are brought to bear on people, casualties increase. They also raze everything in their path – be it a mountain, house or bridge. When attacking a fortification or a ship, you want to know how long it can take the punishment before its structural integrity gives out and the object is destroyed.

To find out how large the explosive damage is, read the *Injury table* at page 80. All artillery and explosives have Damage Group 20 (the most severe). Thereafter you convert the different Injuries to Structural Damage according to the conversion table below.

On the *Artillery table* at page 118 you can see the Damage different guns do. This is written as *"20 + a number"*. 20 means that you roll on the column for Damage Group 20 to get an Injury, while the number after represents how large the Guaranteed Structural Damage the gun in question does. This Damage comes first; the table roll is added to it.

Also check Artillery Damage Modifiers on p. 72.

For every level of Structural Damage, the Blast Radius is 1 yard – where everything and everyone caught in it takes Damage by Damage Group 20.

STRUCTURAL DAMAGE – DAMAGE LEVELS

DAMAGE	D20	STRUCTURAL DAMAGE
MAJOR	5-6	+1
SEVERE	7-11	+2
CRITICAL	12-14	+3
DEADLY	15-20	+4

UNIDENTIFIED FLYING OBJECTS

If you are within ten times the Blast Radius but not inside it, you still risk getting hit by flying debris – such as a board from a shed blown sky high or a stone fragment from a wall hit by solid shot. All important characters roll a d20. 1 means an Injury was received at Damage Group 10. Only roll for this once per scene. The Obstacle Unlucky and the Talent Lucky may be used in these circumstances.

SIZE AND PROTECTION

All objects have a Size between 0 and 20. This determines how easy the object is to hit (add the Size to your roll) and how much Structural Damage it can take. Size is to objects what Constitution is to people. Objects can lose as much Structural Damage as it has in Size without any serious problem, but after that any new Structural Damage has consequences (-1 penalty per Negative Structural Damage if you drive a damaged carriage, the safe cracks, the iron plating is severely dented, etc.). If one single hit inflicts as much Structural Damage as the object has in Size, a hole has been punched through. When an object has suffered as much Negative Structural Damage as it has in Size, it is totally destroyed – a building falls down, a ship sinks, and so on.

All objects have a Protection Rating, which works like Guts and mitigates the Structural Damage. A house built of stone can take more punishment than a wooden shed. If the Protection exceeds or is equal to the Structural Damage, no Damage is done.

Guest Customer (Order #49645230)

SIZE

An object's Size makes it easier to hit. Below you find examples of objects of different Sizes. Use the Troop column in battles with only extras being shot at. The Size is then all you need to shoot at them with artillery.

SIZE

SIZE	OBJECT	TROOPS
0	Human/Horse	1
1	Carriage/Machine Gun/Field Artillery	3
2	Stagecoach	5
3	Log Cabin/Farmhouse	10
4	Train Carriage/Store/Marshal's Office	25
5	Locomotive/Small bridge	50
6	Saloon/Hotel/Bank, 1 floor	75
7	Saloon/Hotel/Bank, 2 floors	100
8	Church/Bridge	200
9	Plantation/Ranch 1 floor	300
10	Plantation/Ranch 2 floors	400
11	Ironclad (Armored Ship)	500
12	Paddle Steamer (50-80 yards)	600
13	Sailing Ship (60-80 yards)	700
14	The White House	800
15	Atlantic Liner	1000
16	Mission/Fort	1250
17	Big Railway Bridge	1500
18	Prison	2000
19	Factory/Mint	2500
20	Fortress	3000

PROTECTION RATING

All objects have a Protection that is subtracted from the Structural Damage. The Quality Bonus also increases or decreases the Protection. This can be enough to save some objects from getting damaged.

PROTECTION 1 FOR DIFFERENT MATERIALS

MATERIAL[1]	PROTECTION 1
SAND/WOOD	25 cm
ADOBE/BRICK/LUMBER/HARDWOODS	15 cm
STONE/MARBLE	10 cm
GRANITE	5 cm
IRON PLATING	2 cm
STEEL PLATING	1,5 cm
COMPOUND PLATING	1 cm
HARVEY ARMOR	8 mm
KRUPP ARMOR	6 mm

[1] Materials may be combined, e.g. an Ironclad with 10 cm of iron plating on 75 cm of wood gets a Protection Rating of 5 + 3 = 8.

DIFFERENT KINDS OF ARMORING

IRON PLATING (1855) – Heavy but does the trick. Common during the Crimean War and the War Between the States.
STEEL PLATING (1876) – Lighter than iron, but with the problem of cracks arising in the hard but brittle steel.
COMPOUND ARMOR (1877) – An alloy of iron and steel. Tested in 1876, mass produced in 1877.
HARVEY ARMOR (1890) – An alloy of steel and nickel, invented by Hayward Augustus Harvey in 1890.
KRUPP ARMOR (1893) – The German Krupp Arms adds chromium to the Harvey Armor, making it even stronger.

Guest Customer (Order #49645230)

ARTILLERY

When the guns are fired, the gunner needs at least 30 to hit what she aimed at. This Check is done with To Hit (for Artillery), and any Modifiers (like Size) are applied. When you have aimed your gun, you only get continuous Aiming Bonus for stationary targets. Moving targets needs to be re-aimed for each attack.

You can draw a map where 1 mm corresponds to 1 yard (such as the map of Buffalo Gap at the end of this book). Put the Hit Template over the map and roll for To Hit/Artillery. 30 means you hit exactly the building you want in the town, but for every step below 30 you hit one point away from the bullseye. The Hit Template will tell you in what direction.

MODIFIERS FOR ARTILLERY

SITUATION	MOD
LIGHT CONDITIONS	
Pitch Black	-10
Dark	-5
Poor Visibility	-5
TARGET	
Moving Target[1]	-5
Fast Moving Target[2]	-10
DISTANCE (SOLID SHOTS ONLY)	
Effective	-5
Long	-10
Extreme	-15
AIMING (STATIONARY TARGETS)	
Second Shot	+5
Third Shot	+10

[1] Infantry, sailing vessel, ironclad or paddle-steamer
[2] Cavalry, privateer, blockade runner, stagecoach.

RATE OF FIRE

All artillery pieces have a Crew number, showing how many average artillerymen is needed to keep up its Rate of Fire (RF), often 1 or 2 shots/minute. You can use the total Degrees needed instead. Since a standard artillery man has 2 Degrees in Drill/Artillery, you double the Crew to get the required Degrees. A *3-inch Ordnance gun* needs a Crew of 6 or 12 Degrees. This can be done by a Crew of 6 with 2 Degrees each or 4 with 3 Degrees each. If you double the Degrees you get 1 extra salvo per minute. Too few result in a halving of the Rate of Fire.

RIFLED GUNS

Rifled guns have better Range and Accuracy than smoothbores, as shown in the *Weapons' table* at p. 118. A few examples of rifled guns are the Rodman 3-inch Ordnance rifle and the Parrot guns. Smoothbores cause lower Structural Damage.

ARTILLERY DAMAGE MODIFIERS

When firing an artillery piece, the ammunition used affects how much Structural Damage is done. Solid shots are great at destroying objects. Other types of ammunition have greater effect on living targets.

DAMAGE TO TROOPS

To find out how many people are put out of commission by an artillery attack, you determine that 1 person = 1 Structural Damage. Then calculate as usual:

1. Roll for Damage on the Injury table
2. Read from the Injury table, Damage Group 20
3. Convert the Injury to Structural Damage; Major = +1, Severe = +2, Critical = +3 and Deadly/Amputating = +4
4. Add the Structural Damage to the guns Guaranteed Structural Damage in the Weapons table (the number after the + sign)
5. Modify the Structural Damage according to ammunition type in the table Artillery Damage Modifiers below
6. Subtract any Protection Rating
7. The end result is either how much Structural Damage an object has taken or how many men in the enemy Troop that have been hurt or killed.

The Guaranteed Damage is only viable if the shot hits. When Troops are in cover, e.g. behind barricades or a stone wall, the Extra Damage from a certain ammunition is mitigated. A Troop in loose formation lose 5 men less than a Troop in closed formation

ARTILLERY DAMAGE MODIFIERS

AMMUNITION	OBJECT	TROOP	IN COVER
SOLID SHOT	±0	±0	-5
GRENADE	-4	+5	±0
SHRAPNEL SHELL[1]	-6	+10	+5
CANISTER	-8	+15	+10

[1] Also used for Hotchkiss Revolving Cannon

RANGE FOR ARTILLERY AMMUNITION

You use different kinds of ammunition depending on what you are shooting at, what you want to accomplish and how far off your target is. A solid shot is great at buildings and walls, while other types are better against enemy Troops. The table shows their suitable Ranges. See artillery ammunition on p. 138.

ARTILLERY AMMUNITION - RANGE

AMMUNITION	SHORT	EFFECTIVE	LONG	EXTREME
SOLID SHOT		●	●	●
GRENADE	●	●	●	
SHRAPNEL SHELL			●	
CANISTER	●			

Guest Customer (Order #49645230)

EXPLOSIVE DEVICES

Explosives are getting more common, both among decent folk and outlaws. Great amounts are needed to build the railroad through difficult terrain, while prospectors and mining companies blast in the mountains to reach the valuable ores. Outlaws blow up rails and strongboxes. Explosions are dangerous to be around, however. If you miscalculate the length of the fuse, your life is at stake. All explosives use Damage Group 20 and cause Structural Damage as well as Injuries.

For each Structural Damage the explosive cause, the Blast Radius is 1 yard. Everyone caught in it takes an Injury at Damage Group 20. Potential Cover applies. Outside the Blast Radius but within x10 of it, you still risk getting hit by flying debris. Have all important characters roll a d20 once per scene, where 1 means an Injury was received at Damage Group 10.

When you throw a stick of dynamite and miss, use the Hit Template to determine where it lands (the lines provide a direction), just as you did with artillery.

THE ART OF MEASURING OUT

You can figure out how much you need of an explosive to get the intended job done. Important factors are the object's Size, Protection Rating and Quality. Use too little and you risk causing no Structural Damage at all, even though the sound is enough to attract lawmen and curious passersby. Too much, and you risk devastating consequences. If the Structural Damage is twice the target's Size it is blown up. A safe may shoot straight through the roof, for example, scattering and/or burning any inflammable contents.

Successful Skill Checks in Explosives or Safecracking let you determine how much explosives you need (the Game Master sets an amount). If you lack these Skills or fail, you must take a dangerous guess.

EXPLOSIVES

The Skill Explosives makes you able to calculate the right amount of explosives needed for a certain job. Not only that, you also know where to place it for best effect and how fast the fuse burns. This allows you and others to get to a safe distance in time.

SAFECRACKING

A successful Skill Check allows you to identify the type of safe, giving you insights into its construction, Quality and thickness of its walls. This allows you to measure out the amount of explosives needed more exactly. You also get a +10 on the Injury Roll for the safe, as if you had rolled a Perfect Hit in combat.

GUNPOWDER

2 lbs of gunpowder cause 1 Structural Damage.

NITROGLYCERINE

Heat, sudden changes in pressure or temperature, getting bumped, shaken, or coming into contact with metal – all of these may trigger nitroglycerine to explode. Transporters are well paid for a reason, since one small explosion will trigger a chain reaction where all nitroglycerine within the Blast Radius will explode too.

If you freeze Nitroglycerine (at 55° Fahrenheit) it becomes easier to handle and less sensitive to impact. You have to reheat it before use, though. That process is very delicate and the risk of an explosion is considerable.

When handling nitroglycerine a roll of 1 on your Skill Check leads to an immediate explosion, while 2 is a Fumble (read the *Fumble table* as usual).

In addition to the Injury Roll you inflict 1 Structural Damage for every 3.5 ounce of nitroglycerine.

DYNAMITE

In 1868 Dynamite came and replaced almost all other explosives for those who could afford it. It is easier and less dangerous to handle, the number of accidental explosions has dropped drastically. Dynamite is not as delicate as nitroglycerine, but it cannot handle water at all – a wet stick of dynamite will not blow up. It will not explode in contact with fire; it only burns down to ashes. However, since dynamite is set off by the shock of a detonating blasting cap, a bullet will do the job too (preferably from a safe distance).

Since dynamite contains nitroglycerine, it is sensitive to temperatures. At 55° Fahrenheit it *freezes*, and needs to be reheated before use. The dynamite *weeps* or *sweats* nitroglycerine from 90° Fahrenheit and above and needs to be cooled before it can be handled safely again. At high or low temperatures, dynamite becomes just as dangerous to handle as nitroglycerine. If you have a box of dynamite, you should turn it around ever so often to avoid the *weeping* in storage.

1 stick of dynamite inflicts 1 Structural Damage apart from the Injury Roll. it weighs 4.5 ounces in total, of which the nitroglycerine is 3.5 ounces. The dynamite stick is 8 inches long and has a 1 inch diameter.

BLASTING GELATIN

In 1875 Alfred Nobel patents gelatinized nitroglycerine. The blast effect per 3.5 ounces is equal to regular nitroglycerine. It is water resistant and can be used effectively under water. It is as safe to handle as dynamite.

BOMBS

A common bomb in 1875 has an explosive charge of 17.5 ounces blasting gelatin embedded in an iron ball. When the explosive is detonated the iron shell turns into shrapnel. These bombs usually weigh 2-4 pounds.

Guest Customer (Order #49645230)

EXAMPLE OF BATTLES

When Tomaso saw the blood on the street, it reminded him of a battle in Freetown when they were Buffalo Soldiers. The army had sent them on another mission when they discovered an imminent threat against their friends in the black community. Night riders demanded that they should sign over their land and leave. The townspeople were no fighters but had decided to stay and fight. Unless the soldiers helped them, Freetown would be razed to the ground and most of its citizens would perish.

The soldiers had almost no time to prepare the defense and drill the people of Freetown, but they did their best. Tomaso managed to set up an improvised artillery, consisting of two charges of dynamite, with two dynamite sticks each. He placed them where he thought the night riders would enter the town and then prayed.

Whenever a combat with many involved on at least two sides is coming up, you can prepare ahead of time and fill out the Troop forms *to easier find and follow stats during the fight.*

There are 3 factions in this battle; The Soldiers, The Townspeople and The Night Riders. We have filled in the Troop form *for The Soldiers for show. The other two are in the example text only.*

THE SOLDIERS *are 15 men from the same cavalry company (9F, stationed at Fort Concho, Texas). They were out on patrol when they heard about the threats against the people in Freetown. They have the following average statistics:*
To Hit 15, 2 Actions, Defense 10.

Attack Modifiers = +5 *for 2 Actions and* **+2** *for the Leader's Degrees in Military Strategy. They all have Cavalry Charge, but since they fight from cover it is not applicable now.*

Defensive Modifiers = +2 *for Troops in Cover and* **+2** *for the Leader's Military Strategy.*

Before the battle begins, their **Morale** *is* **+10**. *Their Cool under Fire gains them +4, To Hit +3, Drill/Cavalry +2 and finally Close Ties +1.*

THE TOWNSPEOPLE *of Freetown fields 10 of their number, led by the saloon owner Mike Davis. Their average statistics are:*
To Hit 10, 1 Action, Defense 5.

Attack Modifier = +1 *for Leader's Military Strategy.*

Defensive Modifiers = +2 *for Troops in Cover and* **+1** *for Military Strategy.*

Their **Morale** *is* **+6**. *Their Cool under Fire grants them +1, To Hit +2, being Drilled +1, Close Ties +1 and Highly Motivated +1.*

Guest Customer (Order #49645230)

★ EXAMPLE ★

Troop Name	Cavalry Company 9F		
Average To Hit	15	Average Defense	10
2 Actions	(+5) +5	Prone or Cover	(+2) +2
3 Actions	(+10)	Prone in Cover	(+5)
Cavalry Charge	(+5) N/A	Fortification	(+10)
Military Strategy (+1/D)	+2	Military Strategy (+1/D)	+2
Total to Hit	22	Total Defense	14

Leader's Name	Augustus Brooks	Reputation	8 / 60
Status	2nd Lieut.	Leadership	12
Military Strategy	10		
To Hit	15	Actions	2
Deffense	8		
Injury	○ Major ○ Severe ○ Critical ○ Dead		

2nd Leader's Name	Matthew Douglass	Reputation	-1 / 55
Status	Sergeant	Leadership	8
Military Strategy	5		
To Hit	16	Actions	2
Deffense	10		
Injury	○ Major ○ Severe ○ Critical ○ Dead		

3rd Leader's Name		Reputation	/
Status		Leadership	
Military Strategy			
To Hit		Actions	
Deffense			
Injury	○ Major ○ Severe ○ Critical ○ Dead		

Troop Size	15	Move	N/A

◉ Revolver ◉ Rifle ○ Repeter

Additional Weapons _____

Losses

Wounded	Dead
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○
○○○○○	○○○○○

Morale Modifiers During Battle		
Leadership (Skill Level)		
Opposition Strong/Weak	(-1/+1)	
Coup/War Cry	(+1/+1)	
Artillery/Machine Gun	(-1/-1)	
Enemy uses Explosives	(-1)	
Losses	(-1/10%)	
Loss of Leader	(-2)	

Morale Rating of Troops	Bonus	Morale
Cool under Fire	+1/Step	+4
To Hit	+1/5 Steps	+3
Drill/Elective	+1/Degree	+2
Famous Leader	+1/100	
Drilled (Not Military)	+1	
Fanatics	+1	
Musician/Standard	+1/+1	
Close Ties (Friends/Family)	+1/+2	+1
Highly Motivated/Unmotivated	+1/-1	
Hungry/Tired	-1	
Total Morale Rating		+10

Morale	Troop ready to...	Move	Troop
○ -4	Desert	100%	0%
○ -3	Capitulate	0%	0%
○ -2	Flee	100%	0%
○ -1	Retreat	50%	50%
○ 0	Take Cover	0%	50%
○ 1	Hold Position	0%	100%
○ 2	Advance	100%	100%
○ 3	Attack Enemy Lines	100%	100%
○ 4	Storm Fortification	100%	100%

THE NIGHT RIDERS *are 20 men from The Flats close to Fort Griffin, Texas. 10 are war veterans and 10 vigilantes. All answer to Brad Stuart this raid. They are outlaws, sometimes taking on assignments such as forcing settlers to sell their land or pay the price of resistance in blood. The attack on Freetown is one such job. Their average statistics are:*

To Hit 15, 2 Actions, Defense 8.

Attack Modifiers = +5 *for 2 Actions and* **+2** *for their Leader's Military Strategy.*

Defensive Modifier = +2 *for Military Strategy.*

Their **Morale** *is* **+9**. *Cool under Fire gains them +5, To Hit +3 and Drill/Cavalry +1.*

THE BATTLE BEGINS – TOMASO'S ARTILLERY

When the night riders are within Blast Radius of Tomaso's dynamite, he shoots at it to set off an explosion. Tomaso had time to aim and manages a Perfect Hit, more than enough. He follows up with an Injury Roll of 11 = a Severe Injury = Structural Damage 2. The charge contained 2 sticks of dynamite, granting a Guaranteed Structural Damage of 2. Tomaso took out 4 (2+2) enemies in total with his first shot.

Thanks to the improvised artillery, a fifth of the night riders were out of commission almost as soon as they entered the town limits. His second shot is a miss.

THE SOLDIER'S FIRST ATTACK – ROUND 1

It is time for our first faction in the battle. The Soldiers are fighting from cover, ready to take on the night riders as they enter the city. When their Attack Modifiers have been taken into account, their average To Hit has been enhanced to a total of 22 in To Hit (+5 for their many Actions and +2 for their Leader's Degrees in Military Strategy.

They roll 6, which triggers no Special Event. The night riders' Modified Defense is 10 (average Defense 8 +2 for their Leader's Degrees in Military Strategy). The Soldiers' result is then 18 (22 + die roll 6 - Defense 10).

If you follow column 15 on the Battle table *to line 18, you see 3 night riders are taken out.*

THE TOWNSPEOPLE ATTACK – ROUND 1

The 10 townspeople also attack the night riders, all from the best cover they could set up in advance. Their Modified To Hit is 11, they got +1 for their Leader's Degree in Military Strategy. Their To Hit roll is 6.

From this attack of, 17 the night riders' Modified Defense of 10 is taken away. The end result is 7.

Another night rider bites the dust when we consult the Battle table *(following line 7, column 10).*

Guest Customer (Order #49645230)

THE NIGHT RIDERS' CHARGE – ROUND 1

After the explosion Tomaso set off, there are only 16 night riders left to act when it is time for them to get into the action. Their leader Brad Stuart has already realized that the relatively easy resistance from the citizens of Freetown just got worse when more than a dozen soldiers help them out. He orders 11 of his men to shoot at the soldiers and 5 of them to attack the people of Freetown.

All nightriders have a Modified To Hit of 22, as their average of 15 was enhanced by their many Actions (+5) and +2 for their Leader's Degrees in Military Strategy.

The 11 shooting at the soldiers roll 12. Their attack is at 34 until the soldiers' Modified Defense has been withdrawn. They started at the average Defense of 10 and have added +2 for Cover and another +2 for their Leader's Degrees in Military Defense, granting them a total Defense of 14.

The end result is 20 (To Hit 34, Modified Defense 14). 3 soldiers get so badly hurt that they cannot participate in the rest of the battle.

12 on the die also means that a Special Event has occurred. If the soldiers had had a Standard it would have been hit. Since they did not bring one to this fight, they take yet another casualty (losing 4 in total this Round).

Thereafter, the last 5 night riders roll a 4 when firing at the townspeople. When they have added To Hit 22 and subtracted their opponents' Modified Defense of 8 (their average Defense gets +2 for fighting from Cover and +1 for their Leader's Degree in Military Defense), 18 is the end result.

1 Freetowner is seriously hurt, as you can see on Line 4, Column 5 on the Battle table.

Rolling a 4 on the dice also means that another Special Event takes place. Since it is a low roll it is not all that good for the night riders – their opponent's Morale (i.e. the Townspeople) increases by +1.

MORALE CONSEQUENCES – ROUND 1

The first Round is over. It is time to follow up the Morale consequences for all involved.

The Soldiers get –2 on their Morale, all due to Losses. 4 of their original 15 men are casualties, only 11 remain. They lost more than 20% but did not reach 30% in total. Their original Morale was +10, now it is +8.

The Townspeople's Morale is still +6. Their 1 casualty cost -1 (Losses), but it was offset by the Special Event. 9 townspeople remain.

The night riders' have Morale +4 left (-1 for being attacked by explosives, -4 for casualties). They are 12 men left of their original 20.

TOMASO'S SECOND EXPLOSION – ROUND 2

During the next Round, Tomaso hits the other explosive charge. The Major Injury shown on the Injury table *equals Structural Damage +1. Together with the +2 for the 2 dynamite sticks, another 3 night riders are left sprawled on the ground. His last shot misses again, sad to say.*

THE SOLDIER'S HOLD POSITION – ROUND 2

The soldiers Hold Position, 11 firing. The die says 8. The end result of 20 (To Hit 22 + die 8 - Defense 10) shows 3 more casualties among the night riders. (Follow column 11, line 8)

THE TOWNSPEOPLE STAND FIRM – ROUND 2

9 townspeople Holds Position and rolls 17 on their attack, resulting in 18 (To Hit 11 + die 17 - Defense 10) knocking out 2 more enemies.

Furthermore, a die roll of 17 means that 2 more enemies are lost as a Special Event. The townspeople inflict 4 casualties in total.

THE NIGHT RIDERS STRIKE BACK – ROUND 2

Only 9 night riders are left after the explosion. They Attack Enemy Lines (the soldiers). The roll 14 results in 22 (To Hit 22 + die 14 - Defense 14). 3 enemies have been taken out.

14 triggers a new Special Event: Their opponents suffer a Morale penalty of –1.

MORALE HAS CONSEQUENCES – ROUND 2

The 8 remaining soldiers' Morale is now +5 (they had +8, lost 1 to a Special Event and 3 new casualties cost them -2).

The 9 townspeople's Morale is still +6, since they suffered no new casualties.

The 6 remaining night riders lost 6 men this Round = -3 Morale. They are still under fire from Explosives causing another -1 Morale. They started this Round at Morale +4, now it is reduced to 0. They could Take Cover but Brad Stuart sees nothing good can come from it. He orders his men to Flee as fast as they can.

After the battle you can attend to all the wounded, as most of them can still be saved.

Guest Customer (Order #49645230)

WOUNDS & DISEASES

Guest Customer (Order #49645230)

WOUNDS & DISEASES

"Stay, you damned bastard, and fight like a man for once! Or do you prefer to measure your strength against women and children only, you cowardly gringo?"

Stockwell could hear Corriega's angry outburst but he had to get out of the cantina, away from Corriega's machete. There had to be someone able and willing to patch him up. He could feel his strength leaving him at every beat of his heart. Red sprayed out of his severed wrist, his life's blood draining onto the dirty street.

This could not be happening! He could not die here in this God forsaken hellhole! Not when he had survived Shiloh, Antietam, and Gettysburg during the Civil War. Was this really the end?

When you get hit or hurt, an Injury Roll with an open-ended d20 determines what damage was done. Wounds vary from Scratches to the Deadly kind, causing different amounts of trouble. The weapon used, if you had any cover, and your Guts matter when deciding how bad the wound is.

DIFFERENT KINDS OF WOUNDS

Did the bullet tear your clothing and the top layer of skin or did the axe cut your arm right off? The *worse* a wound is, the higher Wound Modifier you get and the *longer* it takes to heal. You recover one Wound Level at a time (e.g. from Major to Minor). Your Wound Modifier gradually ease as you get better. If you have several injuries, you add their modifiers to your rolls.

SCRATCH

You got a bruise, it barely broke your skin, the bullet burned your temple as it whizzes by, but that was it. Your wound heals overnight. You are a bit rattled at worst.

MINOR WOUND

You smell blood as you received a flesh wound. It hurts and you will get a scar. You also get Wound Modifier –1 on all you do until the wound is healed.

MAJOR WOUND

You are in pain and there will be more unpleasant consequences than a scar. Whatever you do until the wound has healed a level, you do with –2 on your roll.

SEVERE WOUND

That pain is almost unbearable. Even if you are not the philosophical kind, you may start to question some of the choices in your life that led you to this. You have a –4 penalty until the wound has healed a level.

CRITICAL WOUND

You are hurt to within an inch of your life. You will have to take it easy for a while and have a –6 Wound Modifier until you have recovered a Wound Level.

DEADLY WOUNDS AND AMPUTATIONS

You had better be ready for the Day of Judgement, since you will meet your maker after this killing blow.

If you receive a Deadly Wound in an arm or a leg, it is converted into an Amputating Wound. The arm or leg cannot be saved, it must be amputated and you risk bleeding to death (see Blood Loss on page 82). You have –8 until you recover a Wound Level.

DAMAGE GROUPS

It is more dangerous to be shot by a buffalo rifle than getting pistol-whipped. Damage Groups are assigned to the various weapons, numbered 1 through 20. The higher the Damage Group, the more lethal the weapon. You always roll for Injury in the column corresponding to the weapon's Damage Group.

For ranged weapons, the Damage Group given is for Short Range, but it weakens over longer distances. On the *Weapon tables* on page 116 and onwards, Damage Group and Range are listed for all weapons.

Guest Customer (Order #49645230)

GUTS

How tough are you? Sturdy brutes at saloon brawls take brutal amounts of punishment without blinking, while tenderfoots may fall down screaming at the slightest push. Their Guts' scores make the difference.

Determine your Guts by adding your Attribute Bonuses for Constitution and Strength to +1 for every 5 steps you have in Cool under Fire. If you get hit, your Guts are subtracted from the Injury Roll.

GRIT

When you get hurt, you make a Grit Check to see how you cope with the pain. You might get knocked out, but mostly you will become too Dizzy to attack or flee. In most cases you cannot even defend yourself, but with a 15+ Grit Check you still have access to your Defense and Defensive Moves in Close Combat.

When your Grit Check result is over 10 you are still standing. At 20+ your adrenaline levels are high enough to let you continue despite pain and danger.

At the end of every Dizzy Round a new Grit Check determines if you stay Dizzy for the next Round as well or if you reach 20 and get back to the fight.

Determine your Grit by adding your Bonuses in Constitution and Cool to your Cool under Fire.

PROTECTION

If you take cover, part of the damage you would receive will be absorbed by the cover instead. The Game Master determines the Protection you get in each case and subtract it from the Injury Roll.

In the table below are some examples to guide the Game Master's estimation in what represents reasonable Protection. Cover like rocks, sandbags, earthworks and a yard of water is impossible to shoot through.

PROTECTION

RATING	PROTECTION
1	Cactus
2	Marshal's badge, Native shield
3	Wooden Sign/Table
4	Wooden Wall/Door
5	Bible
6	Horse
7	Properly insulated house wall
8	Lumber/Log Cabin

SPECIAL HITS

The better your aim, the more control you get over the damage you inflict. With a result of 30+ with a ranged weapon when all modifiers (Defense, Difficulty Levels etc.) are accounted for, you may adjust the Injury Roll by ±2/Degree in Accuracy. In Close Combat the same thing occurs at a result of 20+.

SEVERAL OPPONENTS

Major foes can be treated like characters while lesser opponents can be out of commission as soon as they get a Major Wound or worse. They are not dead, but will not take any further initiatives for the remainder of a combat. Bigger fights still? Use the *Battle rules*!

Guest Customer (Order #49645230)

THE INJURY TABLE

	DAMAGE GROUP																			
D20	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	-	-	-	-	-	-	-	-	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC
2	-	-	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	MI
3	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	MI	MI	MI	MI
4	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MI	MI	MI
5	SC	SC	SC	SC	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MI	MI	MI	MA	MA	MA
6	SC	SC	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA
7	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	MA	S
8	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	MA	S	S
9	SC	SC	SC	SC	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	S	S	S	S
10	SC	SC	SC	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	MA	S	S	S	S
11	SC	SC	SC	MI	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	S	S	S	S	S
12	SC	SC	SC	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	S	S	S	S	S	C
13	SC	SC	MI	MI	MI	MI	MI	MA	MA	MA	MA	MA	MA	S	S	S	S	S	C	C
14	SC	SC	MI	MI	MI	MI	MA	MA	MA	MA	MA	S	S	S	S	S	C	C	C	C
15	SC	MI	MI	MI	MI	MA	MA	MA	MA	S	S	S	S	S	C	C	C	C	D	D
16	MI	MI	MI	MI	MA	MA	MA	S	S	S	S	C	C	C	C	D	D	D	D	D
17	MI	MI	MI	MA	MA	MA	S	S	S	C	C	C	D	D	D	D	D	D	D	D
18	MI	MI	MA	MA	MA	S	S	C	C	C	D	D	D	D	D	D	D	D	D	D
19	MI	MA	MA	S	S	S	C	C	D	D	D	D	D	D	D	D	D	D	D	D
20+	MA	MA	S	S	C	C	D	D	D	D	D	D	D	D	D	D	D	D	D	D

SC = Scratch MI = Minor MA = Major S = Severe C = Critical D = Deadly/Amputating in arms and legs.
Hits in the head and heart are increased 1 Level (Severe becomes Critical, and so on). Hits in the groin are increased 1 Level for the Grit Check only.

EFFECT OF WOUNDS

Make an Injury Roll with an open-ended d20. Subtract the opponent's Guts and Protection and apply your Damage Bonus (in close combat/ thrown weapon). See the result in the column for the weapon's Damage Group. Apply the effects left of the line (Grit Check, W Mod, Bleeding) immediately, while Fracture and Bullet can be determined after combat is resolved.

EFFECT OF WOUNDS

Wound	Grit Check	W Mod	Bleeding	Fracture	Bullet
SCRATCH	+10	±0	0	0%	0%
MINOR	±0	-1	2	10%	10%
MAJOR	-5	-2	4	30%	30%
SEVERE	-10	-4	6	60%	40%
CRITICAL	-15	-6	8	90%	50%
AMPUTATING	-20	-8	10	100%	40%

Grit Check – Modifies the first Grit Check when injured.
W Mod – Wound Modifier, a penalty until you heal. These stack. A Minor Wound (-1) and a Major Wound (-2) cause –3 to your rolls. Use Difficulty Levels as well, (a Major Wound to the hand makes *climbing* harder than a –2 penalty to the Skill Check).
Bleeding – How much and for how long you bleed. It is reduced by 1/minute. A Severe Wound will bleed 21 minutes (6+5+4+3+2+1) if not stopped with First Aid.
Fracture – The risk of a Fracture caused by the Injury.
Bullet – Is a bullet or an arrow lodged in the wound?

GRIT CHECK

Your Grit Check determines when you get to act. Roll an open-ended d20 and apply the current modifier.

GRIT CHECK

Result	Effect	Defense[1]	Mod[2]
Below 1	In a faint for 1D20 minutes	-	-
1-4	Down, hurting bad and Dizzy[3]	-	-5
5-9	Lost balance and Dizzy[3]	-	±0
10-14	On your feet but Dizzy[3]	-	+5
15-19	Self defense intact while Dizzy[3]	●	+10
Above 20	Able to keep up as usual	●	-

1 You do not have access to Defense and your Defensive Moves when you are in too much pain to protect yourself.
2 When you are Dizzy you have to make another Grit Check at the end of every Round until you succeed and snap out of it. This column shows your Grit Modifier on that roll. You must reach a result of at least 20 when you add together your Grit, an open-ended d20, the Wound Mod and the Grit Mod from the last Round. You may then act as usual in the next Round. When the combat is over there is no need for new Grit Checks.
3 You cannot attack or flee when you are Dizzy.

GRIT CHECK FOR HORSES

Result	Effect
Below 1	Falls and remains recumbent 1D20 minutes
1-10	Falls but able to stand after the next Round
11-19	Bolts. Tries to throw the rider (Ride -10)
20-29	Alarmed. Roll Ride to avoid bolting
Above 30	The horse remains calm

Guest Customer (Order #49645230)

EXAMPLE – INJURIES

Smiley shot Billy Bob with a Colt Peacemaker (Damage Group 13 – read from column 13 in the Injury table*). Smiley rolls 13 and since Billy Bob's Guts is 0 the result remains 13; a Major Wound. Billy Bob makes a Grit Check with a Grit Mod of –5. He has Grit 5 and rolls 10. The result is 10; he falls Dizzy to the ground, with no Defense. He gets a +5 Grit Mod on his Grit Check to see if he can act next Round.*

At the end of the Round Billy Bob makes a Grit Check to try to fight back the pain. With a Grit of 5, a roll of 3, a Wound Mod of –2 and a Grit Mod of +5, the result is 11. He is still Dizzy with a Grit Mod of +5 on his next Grit Check.

Matthew's shotgun has Damage Group 19. His Injury Roll after shooting Earl is 15, but since Earl has Guts 3 the result is reduced to 12 in Column 19; a Severe Wound. Earl spends 1 Destiny Point to mitigate the wound down to Scratch. At the Effect of Wounds table *he gets a Grit Mod of +10 to add to his Grit of 8 on his Grit Check. The open-ended die shows 9, getting a total result of 27 – Earl can continue fighting completely unscathed.*

The Spencer Jubal shoots Smiley with is of Damage Group of 17. The Injury Roll turns out a 9, a Severe Wound, but Smiley's Guts 2 reduces it to a Major Wound (7 in column 17). Smiley makes a Grit Check with a –5 modifier. He has Grit 8 and rolls 11, the result is 14 – he remains standing, but is Dizzy and cannot use his Defense. Smiley has a +5 modifier on his next Grit Check, which determines if he shakes off his Dizzyness when the next Round starts.

Then Matthew kills Jubal with a bullet from his Remington Army straight through the heart (Damage Group 14). Matthew rolls 19. Jubal has Guts 2, but 17 in Column 14 is a Deadly Wound.

Sam West stabbed Tomaso with his scalp knife (Damage Group 10). The die says 7, West has no Damage Bonus and Tomaso has Guts 5. This leaves 2; just a Scratch. Tomaso gets a +10 mod to his Grit Check, has Grit 7, rolls 20, then 3 (open-ended) – 40 in total. Tomaso fights on.

Tomaso landed a Perfect Hit on West's jaw, getting +6 on the Injury Roll (+2/Degree in Accuracy) + 1/Degree for the Uppercut. Then his Damage Bonus is +2. West's Guts 3 mitigates the roll. The die roll is 7. The end result is 15 (6+7+3+2-3) in Damage Group 6; a Major Wound – but since it is in the head the Wound Level is increased by 1 Level to a Severe Wound. West gets –10 to his Grit Check. He has Grit 9 and roll 5, so 4 in total. West falls screaming to the ground, Dizzy, without Defense and with –5 to his Grit Check to be able to act again.

When the 2nd Round is over, all combatants Dizzy roll a Grit Check to see if they get to join the 3rd Round. Billy Bob is first; with a result of 19 he remains Dizzy (Grit 5, Major Wound –2, Grit Mod +5, rolls 11). West rolls too, the die showing 17 which ends up his total (Grit 9, Severe Wound –4, Grit Mod –5, rolls 17).

After the 3rd Round, the fight is resolved. No more Grit Checks are needed, as that scene is over.

EXAMPLE INJURIES

PERSON	Guts	Grit	D Bonus	D Group
MATTHEW DOUGLASS	2	6	±0	19/14
SMILEY DANSON	2	8	+1	13
EARL HAGGARD	3	8	+1	15
BILLY BOB JENKINS	0	5	±0	13
JUBAL HAGGARD	2	7	±0	17
TOMASO BONHOMME	5	7	+2	6
SAM WEST	3	9	±0	10

FALLS

When you fall, you roll to determine what injury you suffer, matching a Wound on the *Injury table* with Damage Group 8. *Speed*, *height*, and *ground* modify the roll. Either the Game Master decides what body part is injured or you roll a d20 and look at the Body Template with randomized hit areas at page 83. If you succeed (20+) with an Acrobatics Skill Check and the fall do not exceed 5 yards or the speed is lower than a horse at a gallop, you avoid injuries. If the height or speed is greater, this successful Skill Check lets you subtract 10 from the Injury Roll.

FALLS

FALL FROM ...	GROUND		
	SOFT (BUSH, HAY)	NORMAL (SAND, GRASS)	HARD (ROCKS)
STANDING	-2	±0	+2
WALKING HORSE	±0	+2	+4
TROTTING HORSE	+1	+3	+6
GALLOPING HORSE	+2	+4	+8
STAGE COACH, SPEED	+3	+6	+10
TRAIN, FULL SPEED	+4	+8	+12
HEIGHT (PER YARD)	+0.5	+1	+2

Guest Customer (Order #49645230)

BLOOD LOSS

If you are hurt and your blood is spurting out into the dusty street, you should try to stem the flow. Blood Loss shows how much blood you have lost. If you have several wounds, add them together when you calculate your total Blood Loss (and Wound Modifier).

You can reduce the bleeding by 1/minute by constricting the artery with something appropriate (e.g. twine, bandana, or a belt). You could also hold the bleeding limb high (above your heart); a leg can be held in an elevated position while you are lying down. Do both of these and reduce the bleeding by 2/minute.

All bleeding slows down to a natural stop (see the *Effect of Wounds table*), but if you want to cut it short ahead of its time you need First Aid. Each wound is treated separately. This takes 1 minute. A success lets you cut the first Blood Loss in half before stopping it.

If you are forced to amputate a limb, you will bleed like when you receive a Severe Wound. First Aid can of course end the bleeding after surgery, as usual.

If you are too physically active before the wound has healed, it will split open. Your Blood Loss will then be as high as the table *Effect of Wounds* says, but now per day. A Minor Wound bleeds 2/day, while a Severe Wound bleeds 6/day. You may halve this Blood Loss by burning the wound. This hurts so much that the Wound Modifier will be doubled for the rest of the day. These things are extra important to be aware of when on the run. If you have a Major Wound, you will sustain a continuous Blood Loss of 4/day. No matter how good your Constitution is, this will force you to stop and rest within a couple of days due to the severe modifiers (not to mention the risk of bleeding out). If the tables are turned and you hunt someone you know to be wounded, you know the odds are increasingly on your side to catch up.

Your Attribute Level in Constitution determines how much Blood Loss you can take without being too affected. When your Blood Loss is equal to your Constitution, each further Blood Loss gives you –1 on all rolls – added to your Wound Damages. This is known as Negative Blood Loss. The higher your Constitution, the more Blood Loss you can take. When your Negative Blood Loss reaches your Attribute Level you will die.

It takes time to reconstitute lost blood. For every day of comparative rest, you regain 1 Blood Loss.

When your total penalties for Wounds, Blood Loss, and Con Loss exceed 20, you drift in and out of unconsciousness and sleep. Still, you will get to be active one scene each day as long as it is not too taxing. This could be to manage to get to a rendezvous, shoot at attacking bandits to save your friends, or write a last letter to your beloved when you are at Death's door.

CON LOSS

There are other dangers that you could encounter, like fire, smoke, poison, disease, fatigue, thirst, and cold. These are all simulated with a loss of Constitution. A high level of Constitution allows you to handle more than others of the unpleasantness listed.

Each time you are affected by Constitution Loss (also known as Con Loss) you cross out the appropriate number of boxes on the *Character Sheet*. To begin with, you can feel it sapping your strength. You can take as much Con Loss as your Constitution, but after that it starts to show. Each further Con Loss gives you a penalty of –1 on all rolls, while everything feels increasingly taxing. Since you already have a penalty, everything feels harder – but characters can help each other out to counter some of these effects. If, for example, the weather gets seriously hostile, the Game Master may rule that it takes a successful Cool Check to continue. In such situations characters who encourage each other gain a +5 morale boost.

If your total modifiers for Wounds, Blood Loss, and Con Loss amount to a total of –20 or worse, fatigue takes over and you cannot do anything. However, you do not die until you have taken twice your Constitution in Con Loss (or Blood Loss). While weak, you may summon your last strength to remain awake for one additional scene each day. The Game Master may determine the length of it, but it should not be too taxing considering your poor health. This is mainly meant to be used for shorter scenes like helping to lift a carriage to be able to mend the broken axle, or to be able to sustain a coherent conversation for a short while, etc. You remain a part of your gaming group and the action, while recovering most of the time.

Con Loss is not permanent. You regain 1 Con Loss per day of comparable rest after your trials. Temporary Con Loss, often caused by fast running or swimming, is regained by 1 per hour.

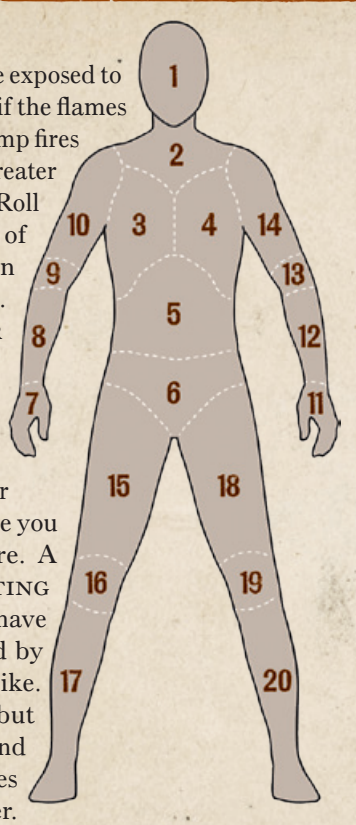
LEAD POISONING

If you get shot and the Wound is more than a Scratch, the Game Master rolls after combat to determine if a bullet is stuck inside you. If this happens you have to succeed with a Constitution Check to avoid lead poisoning. If the roll fails you get infected and receive 1 Con Loss/day until the bullet is removed or the infection is healed. Lead poisoning can be cured with successful Skill Checks for Surgery, Expertise/Medicine, Expertise/Herbs, or even by Religious Ceremonies (and the Miracle Heal).

It is possible to live with a bullet left in your body, but it might start to move and create problems later. That is why some try to find a skilled surgeon to remove a bullet even after the original wound is healed.

Guest Customer (Order #49645230)

FIRE



For every Round you are exposed to fire you must determine if the flames hurt you. Torches and camp fires use Damage Group 10, greater fires 15, and infernos 20. Roll a d20 and see what area of your body is afflicted on the Target Template.

A Scratch or Minor Wound only results in slight burns. Major or Severe Wounds means your clothes have caught fire. Put them out or suffer continuous damage since you are still exposed to fire. A Critical or Amputating Wound means that you have been struck and pinned by a burning beam or the like.

Burns do not bleed, but the skin gets deformed and sensitive. Pains and aches usually linger long after. How large a portion of the skin is affected is determined by how serious the Wounds were when you got burned.

Flames are not as dangerous as smoke and lack of oxygen. If conditions are cramped, like in a burning house, you suffer 2 Con Loss each minute. If the area is more open, like in a forest fire, the loss is 1/minute.

If your wet your clothes thoroughly, wrap yourself in a wet blanket, etc., the Con Loss is halved and you do not begin to catch fire enough to make an Injury Roll until after a minute has passed.

HUNGER AND THIRST

When hunger and thirst set in and you lack food and water, you suffer Con Loss. If you are forced to starve, your Constitution Loss is 1/day. Starving to death takes time and causes a lot of suffering. Without liquid you will expire quicker, since you suffer 1 Con Loss for every 6 hours of getting increasingly dehydrated.

COLD AND HEAT

Extreme temperatures, be it cold or heat, are harmful and potentially lethal if you are subjected to any of them for a long period of time. The extent of the danger depends on three factors – *temperature, circumstances* and *time*. At the bottom of the page you will find one table for cold and one for heat. They cover how much Con Loss you suffer each day you are subjected to the conditions listed.

One variable is *"adequate clothing"*. What that is depends on the temperature. If you cross a desert or very hot area, it probably consists of *hat, shoes/boots,* and *all-covering clothing* (long arms and legs) of a *light color.* You should also *avoid carrying more than double your Strength in pounds*. If two or more of these are not fulfilled, the clothing counts as Inadequate.

In extreme cold another kind of outfit is called for. Now you need a *hat, gloves, scarf, lined coat, "normal clothing"* (pants and shirt, dress, etc.), *long underwear, socks,* and *shoes* or *boots*. If you are missing two or more of these garments, your clothing is Inadequate.

When you are out in the cold, not only Con Loss lurks around the corner. You may get gangrene brought on by frostbite and be forced to choose between amputation and death. To determine whether or not you have been so afflicted, a d20 is rolled for every 5 Con Loss you suffer. A result of 1 equals *gangrene*.

Severe cold may temporarily affect equipment, e.g. a gun that is not covered up properly in a snow storm or other cold conditions will freeze up and be useless in combat until thawed. It only takes an hour for guns not wrapped up in blankets, stashed inside your coat, or stored in a saddle holster to freeze. Guns protected in this way will work, but it will take considerably longer time to draw them from their covers.

Con Loss/Day due to Exposure to Heat

TEMP °F	CIRCUMSTANCES					
	ADEQUATE CLOTHING			INADEQUATE CLOTHING		
	CALM	WINDY	STORM	CALM	WINDY	STORM
100	2	1	4	4	2	8
110	4	2	8	8	4	12
125+	8	4	12	12	8	16

Con Loss/Day due to Exposure to Cold

TEMPERATURE °F	CIRCUMSTANCES							
	ADEQUATE CLOTHING				INADEQUATE CLOTHING			
	CALM	WINDY	STORM	IN WATER	CALM	WINDY	STORM	IN WATER
50	-	-	1	4	1	2	4	4
35	-	-	2	16	2	4	8	16
20	-	1	4	-	4	8	12	-
-5	1	2	8	-	8	12	16	-
-20	2	4	12	-	12	16	24	-
-35	4	8	16	-	16	24	32	-
-50	8	12	24	-	24	32	40	

Guest Customer (Order #49645230)

HANGING

To be hanged by the neck until dead is a common way of execution if you have been sentenced to die by a court of law. Executions are great spectacles, announced ahead, where people from near and far attend. Few towns have gallows, instead they are built when needed. That way the condemned gets time to consider the error of his ways (yes, most convicted to die are men) and maybe even to repent his sins. A priest is ready to take confessions or in any way try to help the soon to be dead get ready to meet his maker. A last meal is prepared and most try to please the condemned, within reasons. Outlandish demands or plays to stall time result in a less amicable approach to this supper. A too demanding customer may have to choose between two meals that are easy at hand.

If the execution is handled by a professional hangman, the neck is broken and death is instantaneous. By using *William Marwood's detailed tables of drops* from 1872 based on the length and weight of the condemned, the rope will be of the correct length to accomplish this. If the hangman Fumbles or makes the drop too short on purpose, death will be painful and slow.

Most people that are hanged get neither a fair trial nor a precisely calculated execution. They are instead lynched by vigilantes for a crime of which they may or may not be guilty. When lynched you start the hanging with an Injury Roll on Damage Group 15. If you death does not come immediately, the rope starts to strangle you – get 1 Con Loss/Round. There is a slim chance of rescue before your time runs out.

DROWNING

If you fall off your horse when crossing a river or get thrown overboard from the Atlantic liner, your days may be numbered as your lungs fill with water. To avoid drowning when in water too deep to stand in, you must pass a Skill Check in Swim every hour. If your Skill Level is 10 or greater, however, you do not have to roll since just staying afloat is pretty Routine for you by then. You will be able to keep your cool enough to make the small efforts needed to just hang in there.

It is not only your swimming skills that count, though. You also have to pass an Attribute Roll for Constitution to see if you have the energy needed to keep treading water. This check is also done hourly for as long as you are unable to reach the bottom with your feet while your nose stays above water or until you can grab hold of something that floats to help you.

As soon as you are holding something with buoyancy, things start to look better (just make sure you have not become so weakened you lose your grip – pass an Attribute Roll for Strength!). Once you got a steady grip you *only* have to make a Constitution Check every four hours you stay in the water. There is no need to Swim when you can stay afloat.

When you are no longer able to Swim or to keep your grip, you will start to sink. You do not sink like a rock, but manage to get your head above water now and again, which prolongs the struggle. You suffer 1 Con Loss per minute until you die. Hopefully there is someone around to save you in the nick of time!

Guest Customer (Order #49645230)

RECOVERY

Wounds, Blood Loss and Con Loss all make you weaker and reduce your chance to be successful at any task. Time heals everything, though, and all will get better as time goes by. To determine how fast you heal and regain your strength, we use Recovery. This Secondary Attribute depends on your prerequisites, so it might take a different amount of time for two characters to recover from the same kind of Wound.

Your Recovery is based on your Constitution. If it is normal (Bonus 0), your Recovery is 1/10 – all Wounds you suffer will heal 1 Wound Level every10 days. You modify your Recovery with your Constitution Bonus. If you, for an example, have a Constitution of 5, your Constitution Bonus is –2, which gives you a Recovery Rate of 1/12. Your poor Constitution means that it takes two days longer for you to recover 1 Wound Level. If your Constitution is 18 your Bonus is +3, your Recovery Rate will be 1 Wound Level/7 Days (10-3).

What does it mean to recover 1 Wound Level? There are 6 kinds of Wounds, the worst can kill you and the easiest hardly affect you at all. They are:

The Wound Levels (from worst to least dangerous):

Deadly/Amputating – Critical – Severe – Major – Minor – Scratch

When you heal, your Wound travels down the scale; from Amputating to Critical, Critical to Severe, Severe to Major, Major to Minor, and finally from Minor to Scratch. For every level you recover, you change which circle is ticked on your *Character Sheet* and reduce your Wound Modifier accordingly. When a Wound has gone all the way to a Scratch, it counts as healed – the Wound Modifier is 0.

For every Wound Level you Recover you reduce your Wound Modifier. If you are too active during your convalescence, you suffer new Blood Loss based on this lighter Wound. Getting better comes gradually. It takes 1 day to Recover a Scratch but 1 Level to heal a Minor Wound. An Amputating Wound, the worst you may endure, takes 5 Wound Levels to Recover. If your Recovery Rate is 1/12, it takes 36 days to recover a Severe Wound. With a Recovery of 1/7 instead, it would only take 21 days to heal.

You Recover Blood Loss and Con Loss 1/Day, no matter your Attribute Level in Constitution. Alas, with a high Constitution you are able to suffer a lot more losses than with a low Attribute. Temporary Con Loss (typically from racing or the like) is Recovered 1/Hour. You can Recover both 1 Blood Loss and 1 Con Loss the same day. Con Loss suffered due to addiction, thirst or hunger cannot be Recovered until the addiction is cured, the thirst slaked or the hunger eased with proper food.

Blood Loss and Con Loss are based on your Constitution. If you lose an amount equal to your Constitution, you get exhausted and can no longer operate at full capacity. Every further (Negative) Blood or Con Loss gives you –1 on all your rolls. If either of these reach the same amount as your Constitution, you die (e.g. at a Blood Loss of –15 if your Constitution is 15). Con Loss and Blood Loss are calculated separately and not added together when determining your risk of dying from them.

If your negative modifiers for Wounds, Blood Loss and Con Loss reach –20 when added together, you are in such a bad way that you cannot participate normally. You can gather your strength for 1 scene each day, as long as it is not too physically taxing. No matter how poorly you feel, you can help your friends when the outlaws attack the caravan or show up at your best friend's trial as a witness for his defense.

A prerequisite for Recovery is taking it easy and to rest. If you are too active, your wounds will open (resulting in new Blood Loss) and may need First Aid. The Wound itself or any Con Loss will not be aggravated by normal activity, but not get better either.

If you seek out a doctor, or anyone else *skilled at medicine,* to receive proper care, your Recovery will only take half the time (rounded up) compared to when simply resting. If your Recovery Rate is 1/7, you heal 1 Wound Level in 4 days instead of 7.

To count as *skilled at medicine,* it takes a Skill Level of 15+ in Expertise/Medicine or Expertise/Herbs. Successful Skill Checks every day in any of these works too. Use Difficulty Levels, e.g. a Critical Wound is Very Hard (-10) to treat. Faith healers can perform healing Miracles (see page 229).

FRACTURES

If you have a broken bone, it takes a successful Skill Check in Surgery for it to heal properly. Until then you cannot Recover the injury beyond a Minor Wound. Use Difficulty Levels for fractures that cause you trouble, if not healed properly or at all.

HEALING FRACTURES

AREA	DIFFICULTY LEVEL	HEAL (DAYS)[1]
HAND	-5	30
FOOT	-5	30
ARM	+5	30
LEG	±0	90
RIB	+5	20
JAW	-10	30
NOSE	-5	20

[1] Modify by your Constitution Bonus, + gives quicker healing, - slower.

Guest Customer (Order #49645230)

PERMANENT INJURIES

When the gun smoke settles, when the sawbones has done his worst, and enough time has passed for the wounds to heal, it is still not over. If you were badly wounded there may be lasting injuries. *Western's* term used for this is Permanent Injuries. These are graded the same way as the Wounds that caused them, which means that a Major Wound becomes a Major Permanent Injury, a Severe Wound becomes a Severe Permanent Injury, etc. Scratches will never result in any lasting injury, while a Minor Wound may leave a scar.

A Major Permanent Injury is not very descriptive in and of itself; it feels a bit bloodless and boring. To add some flavor the Game Master will have to furnish a more detailed description. The idea is that Wounds suffered by the player characters will have consequences for further play. If you have gotten an ugly facial scar you will probably remember the pain and the person that dealt you the wound every time you look in a mirror. After a bullet has passed through your leg, your dancing will suffer. That old wound in your shoulder always aches like crazy just before a major change in the weather is about to happen, giving you ample time to prepare for what is coming.

To help the Game Master assign some appropriate Permanent Injury, we have added a few tables according to what body part is afflicted and how serious the Injury is for reference and inspiration. What they have in common is that they describe how the Permanent Injury feels, to add to the roleplaying without bogging down the gaming experience with too many rules and modifiers. This is intentional, since we do not want to limit a player whose unlucky character got shot to pieces in his or her first combat scene. That would not be much fun.

Alternatives to the common physical Permanent Injuries are different kinds of Combat Psychosis. They will not affect the body part that got injured but instead the mind of the player characters who was afflicted. In this case too, the type of Wound suffered affects the severity of the mental problems the Combat Psychosis causes. The player character will act just fine in most situations, but a certain smell, utterance, or other state of affairs will trigger a sudden reaction.

Finally, it is dangerous to leave a bullet lodged in the body since it can cause serious unpleasantness until it has been removed. See the adjacent table for more details.

This is a rules section that is most appreciated in the Realism Style of Play, where battlescars become a part of the characters' stories. Other players may prefer to skip these consequences entirely.

COMBAT PSYCHOSIS

Type of Wound	Effect
Major	When you sense a smell you associate with when the Wound arose, you get nervous, jittery and on edge.
Severe	If you see something that reminds you of when you were wounded, you must succeed a Cool Check, or you will crack and begin to cry uncontrollably, get into one fight after the other, or leave everything and everyone behind until you have calmed down.
Critical	If you end up in combat and start to feel crowded, you will be completely taken over by a blind fury and go berserk without paying any heed to the consequences.

BULLET LEFT IN THE BODY

Type of Wound	Effect
Major	You experience severe pain if you turn your body rapidly, making you miss 1 Action.
Severe	You experience crippling pain if you turn your body rapidly, making you miss 1 Round.
Critical	You get temporarily paralyzed in the body part where the bullet is imbedded in dramatic situations. When appropriate, roll a d20. 1 = a day, 2-5 = half a day, 6-10 = 1 Round, 11-20 = no paralysis.

EXAMPLE

The marshal comes rushing to Colorado Hotel just after Matthew has mounted his horse and chased after Earl Haggard. Tomaso stopped Smiley's bleeding with a successful First Aid. Once the lawman understands the gunned-down men in the street are outlaws, he allows Tomaso to carry Smiley to a doctor. The choice is easy; their old friend Corporal Jebediah Cato switched careers after the army, and had a medical practice of his own in Trinidad. Cato examines Smiley for broken bones or bullets. Since it is a Major Wound, there's a 30% risk this has occurred. Cato rolls 79 for the Fracture – no broken bones. The luck does not hold for the bullet – he rolls 13. At least it is situated where he can remove it with a Surgery Check.

A Major Wound is no laughing matter. Even though Smiley quickly received good care and is blessed with a sound physique, he will receive a Permanent Injury. The leg feels stiff and he will walk with a slight limp from now on.

Guest Customer (Order #49645230)

PERMANENT INJURIES - MAJOR WOUNDS

BODY PART	PERMANENT INJURY
ARM	The old injury always aches more just before a change in the weather. The arm is prone to aching when it is cold.
LEG	Your leg has gotten stiff since you were wounded and you walk with a slight limp. Your old injury will ache if you put more load on your leg than usual.
THROAT	Stiff neck, giving you a tendency to hold you head slightly askew. Big and angry red scar along the throat, where the rope dug in, the bullet hit, or the knife cut.
HEAD	You have an unsightly scar in your face, or in your scalp, from which no hair can grow. You are sensitive to light, get dizzy, nauseous and a headache in glaring light. Avoid looking into the sun.
HANDS	You have an ugly scar that bears witness to when you almost lost your hand. Stiff wrist.
TORSO	If you twist or put a load on carelessly, it feels like someone twists a knife in the old wound. You often press your hand to the old wound, as if giving it warmth or support.
JOINTS	The joint feels tight and aches when you move it, but apart from the pain it still functions. If you turn or twist the joint suddenly, a short sharp pain almost makes you scream out loud in agony.

PERMANENT INJURIES - SEVERE WOUNDS

BODY PART	PERMANENT INJURY
ARM	Reduced mobility. You have re-learned how to do certain things, such as how to put on your coat. You cannot move your arm without feeling a sharp twinge of pain.
LEG	You walk with a limp. You prefer not to jump or run, since it hurts.
THROAT	You have a much hoarser voice after the injury you had; each word is harder to articulate. You can only turn your head to one side, reducing your field of view.
HEAD	You either have slurred or stuttering speech, or suffer from impaired sight or reduced hearing. You suffer a constant dull headache, seldom increasing in pain but always annoying and bothersome.
HANDS	It takes strength of will to overcome the pain when you grab hold of something. Loss of a finger; it has been shot off, cut off, or had to be amputated.
TORSO	Constant pains. Stiff and rigid upper body.
JOINTS	Reduced mobility, e.g. problems when twisting or turning it in what would otherwise be normal ways. Dull ache that makes you prefer the joint in question constantly wrapped up.

PERMANENT INJURIES - CRITICAL WOUNDS

BODY PART	PERMANENT INJURY
ARM	You keep your injured arm close to your body and move it as little as possible. You are in constant pain, use a harder Difficulty Level than normal when using the injured arm.
LEG	The leg has become stiff, giving you a waddling gait akin to a duck. Pronounced limp slows you down (use a harder Difficulty Level for Acrobatics and similar endeavors).
THROAT	You have become mute because of the injury, thus you now have the Obstacle Cripple. Your neck is completely immobile (at some angle). You must turn your whole body to change field of view.
HEAD	You suffer from severe and recurrent headaches or dizzy spells. Lost sight, hearing or speech, giving you the Obstacle Cripple.
HANDS	Reduced grip strength (it is one Difficulty Level harder whenever you try to grab or hold something). Loss of several fingers or the thumb, giving you the Obstacle Cripple.
TORSO	You are so stiff you cannot turn your torso, you move your feet to rotate your entire body when needed. Every breath hurts and you constantly taste blood, real or imagined.
JOINTS	The joint in question is completely immobile. You cannot strain the injured joint, to carry things in that arm or walk without a cane for the hurt leg.

Guest Customer (Order #49645230)

DISEASE

Sister Christina was holding yet another strip of cloth that needed to be immersed in water. It was not much in the way of alleviation, but the rag at least got cleaner and would bring the poor men some much needed cooling. The heat was unbearable and most of them were delirious with fever. She had no illusions. Most patients in the hastily improvised camp of tents would not survive the week.

Several of the men called for help and a few prayed for forgiveness for their sins. Leading an ungodly life was all well and good when they were strong and healthy, but on the threshold of Death they could feel the jaws of Hell opening up to swallow them for eternity. She herself prayed that the medicine would arrive in time to save at least a few lives.

Getting sick is dangerous – it can be life-threatening and dramatic. When there is an outbreak there is seldom enough medicine or vaccines to go around for all in need. Someone needs to bring it from a nearby town or fort as quickly as possible. At the same time, it is risky to break the quarantine. No one wants to help spread the disease. Will the characters be chosen for this important mission and will they get back in time?

No epidemic is necessary for a scenario idea to take form. The chief's young son was struck down with illness and Native braves enter the homesteader town to ask for help to save the child with the White man's medicine. If the characters succeed, relations will improve. If the boy dies, many believe the characters did not even try.

Life in America in 1876 is hard. Life expectancy is below 45. You do not just worry about an early death in a firefight, war, or accident. There are all epidemics raging wild and free, while proper medical care is hard to find. Hygiene is miserable and the knowledge of sterilization of wounds is not common.

Back East and in San Francisco, doctors are often well-educated. Out West, most practicing doctors lack formal education. Some get their diploma after they have opened their practice, through correspondent courses and distance studies, if they ever get one at all.

Many doctors start their medical course by enrolling as an army surgeon in some war. Thus they become skilled saw-bones, more skilled at surgery and treating gunshot wounds than curing disease. Most of them then learn from a doctor who received a proper education before opening their own medical practice, with or without any formal education.

When it comes to surgery, the possibility of anesthesia has been discovered. If you have a large wallet and live in a city, the pain does not need to be unbearable. Chloroform and ether are sadly rather scarce in the American West, so if the surgery has to be performed there the procedure promises to be painful. There are constant experiments with other forms of anesthesia. Some doctors advocate morphine – a drug that is not considered to be particularly addictive in 1876.

Medical care in the West is carried out in harsh conditions. Doctors are few, lacking in education, and often a little too keen on the booze. Deliveries of medicine, anesthesia, and information of medical breakthroughs are scarce. In light of this, doctors often have to conjure up miracles. Complicated surgeries are performed on kitchen tables, complicated troubling childbirths are brought to happy outcomes, and Native arrows are removed by the light of a campfire.

Serious epidemics rage across the nation, such as cholera, diphtheria, smallpox, typhus, tuberculosis, pneumonia, yellow fever, and malaria. A cholera epidemic in Kansas City in 1855 killed so many so rapidly that the survivors could not sleep for the constant banging of hammers when coffins were built around the clock. Between the years 1870 to 1873, a furious cholera epidemic swept through the entire Mississippi valley and left almost no family without bereavement.

Another common cause of death, primarily among children, are malnutrition and deficiency disease.

Guest Customer (Order #49645230)

RULES FOR DISEASES

Whether you fall ill or not depends on the disease's Infectivity, your immune system, and chance. Make a Constitution Check modified with the Infectivity of the disease in question. If you succeed, you stay healthy. If not, you will fall ill.

If you fall ill, make another Constitution Check modified with the disease's Strength. This determines how sick you become and what symptoms you develop on the *Effect table* of the disease you contracted.

EFFECT

On the different *Effect tables*, all potential symptoms are shown. The result of your Attribute Check modified with the Strength of the disease indicates the worst symptoms you will suffer – but you do not go all the way from healthy to grievously ill all of a sudden. Diseases work in Intervals, where you suffer each step gradually until reaching your end result. For each level in the table, you add the new symptom, but the old ones stay until you start to get better. Then you gradually remove the worst symptoms, reversing the disease 1 Effect Level at a time.

The Mod column on the *Effect tables* shows the current modifier at that Effect Level. Con tells you how much Con Loss you must check in the circles of your *Character Sheet* when you have arrived at that Effect. When you start to get well again, you Recover 1 Con Loss each day.

If you Fumble your Attribute Check and the subsequent Fumble Check is lower than 20, the Effect will sadly become one Level higher.

STRENGTH

The disease's Strength modifies your Constitution Check, which determines how ill you will become and what symptoms you will suffer.

Since new kinds of disease arrived to the New World with the Europeans, characters of Native heritage must add –5 to many diseases' Strength (but not *General Disease* or *Syphilis*) since they lack immunity for these. For *Syphilis* Natives get +5 to their Check.

INTERVAL

The first time interval in the *Effect tables* shows how quickly you get worse (move down the *Effect table*) when you get sick. The interval after the dash shows how long it takes to Recover 1 Effect Level in the table after reaching the worst symptom. It often takes longer to get well again than it took to fall ill.

INFECTIVITY

If you are in an affected area or if you care for a sick person, a daily Constitution Check is called for. If the disease is very contagious, you may have to roll more often than that. Natives suffer a –5 penalty against diseases they lack immunity for.

Guest Customer (Order #49645230)

RECEIVING CARE

If you have fallen ill, the only way to speed your recovery is to seek medical care. With proper care and correct drugs, the disease can be alleviated by complete Levels (rows) on the *Effect table*.

DIAGNOSIS

To find out what ails you, it is prudent to seek out someone with knowledge in the healing arts (a shaman or doctor). Someone with the Skill Expertise/Medicine usually peruses the latest medical findings and may recognize the symptoms. Expertise/Herbs may also work as tool for diagnosis, but with a –5 penalty. Shamans are typically skilled at recognizing symptoms and knows what herbs can ease fevers and the like.

EFFECTS OF CARE AND NEGLECT

If the one that cares for you knows what ails you, you can receive proper medical attention. The right kind of treatment is listed under the respective diseases mentioned in this chapter. If you receive said care, preferably under the supervision of someone skilled at medicine (successful in Expertise/Medicine or Expertise/Herbs), you may reduce the Effect of the disease 1 Level (one row).

If you do not receive adequate care, on the other hand, such as not receiving help to imbibe enough fluids when afflicted with *Cholera* or any other disease with high fever, the Effect Level will worsen 1 Level (one row) – you become more ill than you need to be.

DRUGS TO CURE AND EASE

If a cure for a certain disease exists, the result in the *Effect table* can be reduced 1 Level (one row). When no cure exists, the only remaining course is drugs to ease the suffering of the sick.

Just because the characters know what medicine will do the trick, this does not mean it is readily at hand. They may have to hurry to procure enough medicine or vaccine, before too many are infected or dead.

The easiest way is to send them of to get the medicine from some other place. Another possibility is to make them responsible for the production of what is needed, assuming the right conditions are met to do so. Expertise/Herbs and/or Expertise/Chemistry can be used to make medicine.

VACCINES

Those who have been vaccinated do not need to make any new Constitution Checks to avoid infection. When there is an outbreak, there is often some vaccine at hand, but seldom enough for everyone. Who will get it and who will have to do without?

DISEASES

When the Europeans upped stakes and emigrated to America, they brought not only furniture and family members with them, but also more unpleasant travel companions. These uninvited guests have taken a hard toll on the Natives. Smallpox and tuberculosis walks like the Grim Reaper himself among the population, and since the Natives lack immunity the diseases are often even more lethal for them – a fact some of the Europeans use to their advantage.

This is mirrored in the rules by making it easier to get infected and die by most disease for characters of Native heritage, with *Syphilis* and *General Disease* as the two exceptions. All other diseases earn Natives a –5 penalty on their Constitution Checks to determine if they get sick and how bad the consequences are when they fall ill.

We will not describe all possible disease here, since this is a game and not a medical encyclopedia. Instead we have chosen to provide you with a *General Disease* entry, based on the common cold which can lead to pneumonia in the worst case.

In the upcoming pages we will deal with the most common and dangerous diseases in America during 1876. *Diphtheria, Yellow Fever, Cholera, Malaria, Smallpox, Syphilis, Tuberculosis,* and *Typhus* – they will all be presented in one column each.

There are many more, which you as Game Master may add. This could include everything from cancer to stomach ailments. Include whatever suits you in the game. Keep in mind that many medical breakthroughs remain undiscovered, including penicillin. Instead, there is a generous attitude prevailing when it comes to curing or attempting to cure anything and everything with any of the new drugs that are turning up, e.g. heroin.

Everyone that has ever been sick knows that not only do you feel poorly, your energy is also low. How much the disease affects your performance depends on how sick you fall and the symptoms you suffer. The Mod column shows the modifier on all your rolls, while Con tells you how much Con Loss you have to tick off for each Interval as you grow weaker and sicker.

GENERAL DISEASE TABLE

Strength -5 Interval 1 Day/2 Days Infectivity ±0

RESULT	EFFECT	MOD	CON
20+	Fatigue and sore throat	-1	1
15-19	Headache and runny nose	-2	1
10-14	Cough and lack of appetite	-3	1
5-9	Fever and chills	-4	1
1-4	Shortness of breath and chest pains	-5	1
BELOW 1	Dies of pneumonia after 1d6 days	-6	2

Guest Customer (Order #49645230)

MEDICAL AIDS

MEDICAL BAG

Each self-respecting physician has her own medical bag, packed with the essentials to help the needy. This bag is carried along for house calls, to have all the tools that might be needed close at hand. If an emergency surgery needs to be performed, the medical bag contains sharp instruments like scalpels and bone saws, as well as needle and thread for the stitches afterwards. If you are lucky, the medical bag also contains some kind of anesthetic like chloroform, ether, or laudanum at the very least.

Most medical bags contain hard insets with storage compartments, often with several withdrawable layers. Here you can find everything from tongue spatulas to stethoscope and tourniquets.

Most doctors clean their instruments between patients.

PROSTHESES

Many were severely mutilated during the Civil War and had to suffer amputations of their arms or legs. Beyond being painful and entailing practical problems for the amputee, many feel a social stigma for being a cripple.

An industry has grown up to manufacture arm and leg prostheses, where many have the ability to bend or rotate where the original limb could. It makes them look more natural. Beautifully carved and painted versions become a status symbol for the well-to-do with a lost arm or hand. However, all prostheses are more decorative than functional.

Among those who need help to get around, wheelchairs are getting more common. As these are often costly, the poor typically have to make do with crutches, canes, or crude braces.

MEDICINES

Medical research is advancing in leaps and bounds, and pharmacists in all cities use their knowledge of both herbs and chemistry to produce new medicaments of all kinds. Sadly, too little is known to actually cure most diseases, so the majority of these products only ease the symptoms. Quinine against malaria is a shining exception, since it can actually cure the disease, while nothing is to be had for common pneumonia.

There is also too great a reliance put upon these new drugs among both people in general and physicians. For an example, opium in small doses to infants is considered a good tranquilizer.

Guest Customer (Order #49645230)

CHOLERA

Cholera arrived via Great Britain to Quebec and spread to New York in the 1830's. The British and French knew about cholera, it is common in India, but regarded it as a tropical disease since it had not spread to cooler climates earlier. Cholera has a frightfully fast course. What looks like a healthy person in a cholera-stricken area can turn sick, collapse on the street, and die without anybody being fast enough to aid.

How the disease spreads is not known. Quarantine does not seem to work. The rich tend to flee at the first outbreak and leave the poor to fend for themselves.

Some see cholera as a punishment from God, only to be cured by salvation. The mortality rate when an epidemic hits is enough to make populations scatter in panic. In 1849, the populace of St. Louis was reduced by 10% during the 3 months the outbreak lasted. 500.000 died in New York in 1832. No one knew how and why the contagion spread so fast, but unsanitary conditions were blamed. This prompted the city to build the Croton Aqueduct, and since its completion New York has been one of the least affected cities.

TRANSMISSION

Cholera spreads through contaminated food and water. Flies may also carry the disease within an affected area. The incubation period (the time between infection and outbreak) varies between a few hours to a week.

COURSE

The diseased is hit with lack of appetite, great thirst, abdominal pains, diarrhea (so thin and liquid that it is likened to rice water) and fever. This is usually followed by vomiting and cold hands and feet. The disease in itself is not lethal, but the loss of fluids is 10-20 liters a day, so dehydration and heart failure kill you. Cholera is also called *The Blue Death*, since the skin of the sick takes on a bluish hue due to the dehydration. Mortality rate for the untreated disease is about 50%.

TREATMENT

A cholera patient is often rapidly fatigued. Rest and lots of fluids to compensate for the dehydration is of the uttermost import, since it is the dehydration that kills.

CHOLERA

Strength -15 Interval 6 Hours/12 Hours Infectivity ±0

RESULT	EFFECT	MOD	CON
20+	Thirst and lack of appetite	-1	1
15-19	Abdominal pains and diarrhea	-2	2
10-14	Fever and vomiting	-4	3
5-9	Dehydration, cold feet and hands	-6	4
1-4	Bluish skin, dies after 1d6 hours	-8	5
BELOW 1	Slow death due to dehydration	-	-

DIPHTHERIA

Most victims of *Diphtheria* are children, and the risk of death is greater among them (increase Strength to –15). The afflicted develop hardened plaque in the throat, which causes difficulty breathing. Many miserable parents have sat at their child's sickbed, listening with agony to each rattling breath and the long hair-raising pauses in between. The illness is also known as *(The Children's) Strangling Angel*, since the leathery plaque in the throat takes the shape of wings.

TRANSMISSION

This bacterial disease is transmitted through saliva (can be breathed in if someone sick has coughed or sneezed, by using the same cutlery, and the like). Epidemics are more common during the cold months of the year.

COURSE

For most, the first symptom is a sore throat and swollen tonsils. Within 24 hours thick grey plaque starts to form on the tongue and then continue down the throat. Lymph nodes in the neck and throat may swell so much as to make it very hard to breathe for the afflicted. In the worst cases an acute tracheotomy is needed to avoid suffocation (this is a new procedure which has only been around for five years). Most come down with high fever, chills and a nasty cough (when the afflicted try to cough up the plaque). Many of the diseased become so exhausted that they pass in and out of consciousness. Sometimes the diseases spread to the mucous membranes of the nose, causing a foul-smelling and often bloody secretion. A piece of loose plaque may find its way down into the lungs after being dislodged by cough. This may cause such a severe infection that cripples lung capacity.

Six weeks after recovery, a secondary disease like lung collapse and renal failure may arise if a Constitution Check with +5 on the die fails.

TREATMENT

Rest, fluids, alcohol, quinine, and iron salts alleviate but do not cure diphtheria. Any attempt to remove the plaque only leads to hemorrhages. Since tracheotomy is required at acute respiratory distress, care administered by a medical professional may save lives.

DIFPHERIA

Strength -10 Interval 1 Day/2 Days Infectivity ±0

RESULT	EFFECT	MOD	CON
20+	Swollen tonsils and sore throat	-1	1
15-19	Grey plaque on tongue and in the throat	-2	1
10-14	High fever, chills and cough	-4	2
5-9	Infection of the lungs	-6	3
1-4	Respiratory distress, tracheotomy needed	-8	4
BELOW 1	Dies after 1d20 days	-10	5

Guest Customer (Order #49645230)

MALARIA

Malaria's name refers to bad or stale air (*mala aria* in Medieval Italian). The disease is believed to spread by unwholesome miasmas in musty and damp air, often prevalent in swamps. It is also known as *Marsh Fever*.

TRANSMISSION

Malaria exists all over the world, but since it is spread by mosquitos it is most common in places were mosquitos thrive and reproduce – in stagnant water in a warmish climate with a rich local food supply in the form of people and their blood. The South feels the scourge of malaria the worst, and the disease reaps most of its victims there. During the Civil War a million of the soldiers who fought in the South got malaria.

COURSE

Malaria is caused by a parasite spread by mosquitos. When the parasite enters the host's body, it finds its way to the liver where it forms colonies of merozoites. These enter the bloodstream and cause bouts of fever.

The bouts of fever are cyclical with increasing fever temperatures until the immune system is able to stop the attack. Muscle aches and headaches are symptoms to watch out for if you suspect you have been infected.

Sometimes malaria returns, due to the parasite hibernating in the liver until it wakes up and starts another round with new fever cycles. A fever cycle lasts between 6-10 hours and returns within 2 to 3 days.

TREATMENT

Quinine has proven effective in the treatment of malaria, but it is expensive. Most infected never get it. Quinine is made from the bark of the cinchona. These forests have started to disappear in South America due to the popularity of the drug.

Warburg's Tincture is produced by pharmacists across the world as a comparable drug. It contains a little quinine mixed with alcohol, spices and herbs. It is cheaper than quinine and better than nothing. It is a treatment easy to get hold of almost everywhere.

The sick that cannot get hold of quinine have to fight the fever as best they can. The fever pitches are very high and many do not survive the cyclical attacks. There is also a great risk of dehydration.

MALARIA

Strength -10 Interval 8 Hours/2 Days Infectivity +5

RESULT	EFFECT	MOD	CON
20+	Headache and muscle aches	-1	1
15-19	High fever and chills	-2	2
10-14	Diarrhea, nausea and vomiting	-4	3
5-9	Fever attacks and cramps	-6	4
1-4	Fever attacks and unconsciousness	-8	5
BELOW 1	Dies during fever attack	-	-

SMALLPOX

Smallpox is a disease whose mere mention strikes fear in the listener. Just like cholera, it has no regard for social standing where it sweeps through. Like tuberculosis, it is a new disease in America. The Native population is particularly sensitive to it (increase the disease Strength to –15 for Native people).

TRANSMISSION

Despite the horror surrounding it, smallpox is easy to contain through quarantine and simple to diagnose. Smallpox has such a high mortality rate that the epidemic tends to die down before spreading very far. It is brutally contagious, however. 30-40% of the population dies in its wake, and many a town has been left desolate after the merciless infestation.

Smallpox is a persistent virus. It can survive for long periods of times outside a host's body in scratched off scabs and skin particles. Smallpox is transmitted through inhalation and touch.

COURSE

The incubation period is 12 days. The first symptoms are apathy, fever, chills, vomiting, headache and backache. 1 out of 15 suffers hallucinations.

2-3 days later a rash with large painful blisters, full of smallpox virus, spreads over the body. The blisters cover such a large area that the victim's immune system gets overloaded.

A survivor is scarred for life from blisters that healed, but may also suffer reduced lung function or reduced or even lost sight and/or hearing. Blood poisoning can also occur if the blisters become infected, which may call for amputation to save the life of the patient.

TREATMENT

When you have contracted smallpox, the only course for your physician is to give you antipyretics and opium for the severe pain. For those not yet infected there is vaccine, but very few physicians have this life saver at hand. Vaccine is usually found in cities and military camps, but there is no guarantee that there is enough vaccine for everyone. How the vaccine is distributed thereby becomes a moral choice, where the coldhearted might make it a question of profit.

SMIALLPOX

Strength -10 Interval 1 Day/3 Days Infectivity -5

RESULT	EFFECT	MOD	CON
20+	Apathy, fever, chills	-1	2
15-19	Vomiting, headache and backache	-2	3
10-14	Rashes on face, hands and arms	-4	4
5-9	Large blister all over the body	-6	5
1-4	Dies of infection and blood poisoning	-	-
BELOW 1	Dies of lung complications	-	-

Guest Customer (Order #49645230)

SYPHILIS

Syphilis is a sexually transmitted disease.

TRANSMISSION

Syphilis originates in South America and is sexually transmitted. Seminal fluid is the foremost carrier of the disease. You can get infected by other bodily fluids (including blood) and through contact with mucous membranes. INFECTIVITY is +10 *if no semen is involved*.

COURSE

Syphilis appears in 3 stages; *Primary, Secondary,* and *Tertiary syphilis*. Between each stage the disease lies dormant for months or years. Syphilis is common in all social classes. Since there are no symptoms during the dormant period, a person can unwittingly spread it on.

Syphilis starts as a lesion in the area first exposed to the bacteria (commonly the genitals), but may appear elsewhere. The lesion heals slowly (3-8 weeks). Then you enter the first dormant period, lasting 1-2 months.

Secondary syphilis besets the infected with fatigue, headache, sore throat and swollen lymph nodes. Many lose weight and hair in patches. Poxes may appear. This phase lasts for 3-6 months, followed by another latent stage. The immune system can drive out the infection during this stage, for instance if the host is wracked with another infection with high fever, thereby sparing the diseased from the dreaded third stage.

It takes 1-4 years for tertiary syphilis to arise. Tumorous ulcers appear externally and in the skeleton and internal organs. External tumors mostly affect nose, cheeks and ears, the stricken may even lose ears or nose. If the tumors appear in the skeleton or internal organs, the tissue is consumed by the bacteria. The brain is affected for 50% of these patients, leading to changes in personality and paralysis. Few recuperate from this stage that goes on for years. If the patient survives, any injuries sustained are permanent.

TREATMENT

There is no cure, even though mercury is thought to have some effect. The stricken are put in infirmaries or are cared for at home by ashamed relatives. If syphilis reaches the brain, the diseased are often put in insane asylums for the rest of their wretched lives.

SYPHILIS

STRENGTH -5 INTERVAL 2 MONTHS INFECTIVITY ±0

RESULT	EFFECT	MOD	CON
20+	Genital lesions	±0	1
15-19	Fatigue, headache and fever	-1	3
10-14	Hair loss, weight loss or rash	-2	6
5-9	Tertiary syphilis after 1d6 years	-3	8
1-4	Ears or nose fall off	-5	10
BELOW 1	Syphilis of the brain	-10	15

TUBERCULOSIS

Tuberculosis (*TB*) is one of the most spread diseases, especially in the northern US. Boston and New York are the worst affected cities. Between 1834 and 1853, the number of tuberculosis cases increased with 40% in Massachusetts alone. Tuberculosis is a slowly progressing wasting disease. This disease was unknown in America before the arrival of the Conquistadors.

TRANSMISSION

Tuberculosis is airborne, but not all who get infected will die. A person infected with the bacteria can go on as usual until another disease weakens the immune system. Then the tuberculosis bacteria strikes. This disease reaps most of its victims among the poor and ill, the ones with an already taxed immune system. Persons once struck with *TB* who get sick in another disease risk getting doubly ill. They must pass a CONSTITUTION CHECK for Tuberculosis, or the TB will return.

Natives lack natural immunity to TB. When an epidemic hits Native villages or reservations it spreads like wildfire and leaves few alive in its wake.

The risk of infection increases if you live in densely populated areas and in overcrowded quarters. Slums and prisons are ideal for the disease.

TB is spread by a carrier with open granulomas (bacteria colonies) in his lungs. When the carrier coughs others inhale these bacteria and get infected. Some forms of TB are spread by cattle, and extremely unlucky victims can catch it from drinking their milk.

COURSE

Classic symptoms are lengthy and bloody cough, fever, emaciation and night sweats. The infected often dies within two years. When the immune systems cannot cope with the bacteria it encapsulates it instead, forming granulomas (hard lumps), making breathing difficult.

TREATMENT

Tuberculosis must heal on its own. The only treatments are fresh air, rest, and proper food. Recovery takes time, and one that has been ill with TB can fall ill again (continue with CONSTITUTION CHECKS to see if it flares up anew). The longer you have suffered from TB, the harder it gets to resist it (STRENGTH -1/year).

TUBERCULOSIS

STRENGTH -5 INTERVAL 3 MONTHS INFECTIVITY ±0

RESULT	EFFECT	MOD	CON
20+	Lack of appetite and light fever	-1	2
15-19	Fatigue, chronic cough and fever	-2	4
10-14	Night sweats and emaciation	-3	7
5-9	Chest pains, coughs up bloody mucus	-5	10
1-4	Hard to breathe, feeble and high fever	-10	15
BELOW 1	Dies from hemorrhaging lungs	-	-

Guest Customer (Order #49645230)

TYPHUS

Back in 1839, a theory that *Typhus* (or *Typhoid Fever*) was spread through contaminated water was introduced. The English physician William Budd presented the idea and had to defend it in many animated debates and disputes until it was finally accepted.

TRANSMISSION

Typhus spreads in squalor and among people with poor hygiene. An army in the field is ideal for the bacteria, with its crowding and lamentable sanitary conditions wherein many soldiers suffer from a weakened immune system. During the Civil War, typhus reaped lots of victims in the Union army camps.

To be rich and powerful is no guarantee to stay free from the disease. The former President Andrew Jackson caught it just before he entered office. In January 1861, President Abraham Lincoln's sons William and Tad both fell sick. William never recovered. His parents grieved deeply. Mary Lincoln still wants to contact her dead son's spirit through a medium.

COURSE

Typhus is caused by a bacterium that thrives in poorly kept water reservoirs, but is also spread through the common house fly as it contaminates food. One gets infected through food or drink, and the bacteria take root in the gall bladder. Typhus has an incubation period of two weeks. Thereafter, the sick suffers high fever and stupor, interrupted by violent vomiting and diarrhea. The disease can carry on for weeks and the sick often become dehydrated. Typhus can cause lesions in the gut, which in turn can lead to peritonitis.

Typhus has a high mortality rate. Without treatment, around 50% die from the disease. Among the survivors, a fourth of them will be contagious for weeks afterwards. 5% will be contagious for years to come. To make matters worse, typhus can survive outside a host for a long time. It can linger in sewer water for twelve days and in food for weeks.

TREATMENT

Typhus is treated much like cholera. The sick must get access to proper care, since they often become temporary unconscious during the course of the disease.

TYPHUS

Strength -10 Interval 4 Days/4 Days Infectivity ±0

RESULT	EFFECT	MOD	CON
20+	Fever, cough, headache	-1	2
15-19	Confusion, lethargy and constipation	-2	3
10-14	Violent vomiting and diarrhea	-4	4
5-9	High fever and unconsciousness	-8	5
1-4	Dies from peritonitis	-	-
BELOW 1	Dies from internal hemorrhaging	-	-

YELLOW FEVER

New York and Philadelphia have been hit, but *Yellow Fever* is seen as the scourge of the South. For decades outbreaks have only occurred south of the Mason-Dixon. The disease strikes the southeast coast each year, but no one can anticipate which communities will be affected and how badly. Black people and children seem to fare better (they get Strength –10). Steamboats and railroads have spread the disease far, wide, and fast.

The name of the disease comes from the jaundice most of the afflicted get. It is also known as *Yellow Jack* (ships with the yellow fever aboard need to fly the yellow quarantine flag until a doctor has determined the contagion is eradicated), *King of Terror,* and *The Black Vomit* (for the bloody vomit at the end stage).

TRANSMISSION

Nobody in 1876 knows how it is transmitted. Miasma in stale air or by touching clothes, blankets, and the like of the sick is suspected. Quarantining the sick, burning all they touch, and improving sanitary conditions only produce scant results. In the geographical epicenter of disease (Havana, Cuba) the physician Carlos Finlay suspects some intermediary to be involved. He has not yet figured out that it is the mosquitos.

COURSE

The afflicted experience headache, fever, and back pain. Everything hurts and they are easily fatigued. Most recover, but for some the virus attacks the liver. When it is gradually destroyed, blood cannot coagulate and they are afflicted with jaundice. Some bleed from their eyes, nose and mouth. Internal bleeding makes the stricken vomit black blood, reminiscent of coffee grounds. Blood in urine and feces is common. Many stricken with this second phase of the disease die brutally and physicians must tie down panicked patients. Those that survive escape lasting damage.

TREATMENT

Doctors try to alleviate through bloodletting, carbolic acid, quinine, and opiates. Rest and fluids are the best way to avoid dehydration. Many afflicted put mustard poultices all over their body, close all windows, and burn tar to "clear the air and interfere with the miasma".

YELLOW FEVER

Strength -15 Interval 2 Day/2 Days Infectivity -5

RESULT	EFFECT	MOD	CON
20+	Headache, fever and back ache.	-1	2
15-19	Aches all over and fatigue	-2	2
10-14	Liver damage and jaundice	-4	3
5-9	Bleeds from eyes, nose and mouth	-6	3
1-4	Vomits black blood. Blood in feces	-8	4
BELOW 1	Dies after 1d6 days	-10	5

Guest Customer (Order #49645230)

DRUGS & POISON

"Bill, God damnit, you've got to get your act straight. Come on, we have to get at move on! You'll get to chase the dragon and get loaded some other time!"

There was no mistaking the panic in Charlie's voice, but Bill was not listening. He greeted his companion with a disarming smile, without making any effort what so ever to get out of the bed or to collect his belongings. It was too late; the high had taken him.

Charlie was angry and worried. Since that accursed posse had showed up in town, every second was precious. It was just a question of time before they found this place. In pure desperation, he trained his revolver on Bill's head in a last effort to make him understand.

PHARMACISTS

Access to drugs is unlimited, at least according to the Law. To be an addict however, no matter what the preferred poison is, is seen as a character flaw. On the other hand, you can get your fix from the town pharmacist, since all kinds of hair-raising substances can be found in their cures and medicines. You can easily get drunk from alcohol-containing cures or high as a kite on laudanum and the like, but since these are medicines, they are seen as sound and ethical. You can even be a Teetotaler and be seen as a veritable puritan even while reeking of such 'medicine'.

Every town worthy of the name has at least one pharmacist. The customers are often those who cannot afford a visit to the doctor, if there is one to be found, and they ask for advice and buy medicine. Even though some medicines are packaged and sold all over the country, most are manufactured by the local pharmacist – with a much better profit margin. The pharmacist may have some of the better known medicines in stock, but to be sure to get your hands on any of them you may as well go to the general store.

Pharmacist is a proud profession. Pharmacists see themselves as the vanguard of medical science. To be able to manufacture drugs they need to be knowledgeable about herbs and chemistry, and since most medical information is written in Latin, they need to know this language as well.

In small towns the pharmacist often doubles as dentist, veterinarian, or physician too. It is also easier for women to be accepted as pharmacists than physicians.

To be able to run a successful pharmacy you need not only knowledge, but money to be able to bankroll the business. Equipment for manufacturing is necessary, but of even greater import is a large and diverse stock of hundreds of different ingredients to choose from, together with ways to extract and store the different substances in a way that does not see them go to waste. Dried herbs should not be stored in sacks in the basement – but not in glass jars in windows either

In the shopping display are demijohns with colored liquids for each of the cardinal fluids – black, red, purple, and yellow for lymph, blood, mucus, and bile respectively. Since antiquity, disease has been seen to stem from imbalances between these fluids, and even though Science has begun to provide different answers to this, traditions die slow and hard. This leads to people expecting you to have an adequate display of the four bodily fluids. After all, if you fail to get the colors right, how can you be expected to fare any better when mixing your medicines? The medicines themselves are also supposed to reflect this in some manner, even if the ingredient that gives the tincture its hue is not at all health-inducing. People also expect to feel a more or less immediate effect of some sort from the medicine to be assured that it works. A salve that makes the skin ruddy is a good example.

Many pharmacists are constantly on the lookout for new areas to make money, so when you are visiting a pharmacist, you may also find sauces, beauty articles, photographical equipment, and last but not least fireworks.

Guest Customer (Order #49645230)

QUACKS

So, what do you do when you are sick and there is no pharmacist or physician to find unless you travel for days and you really do not feel strong enough for that ordeal? What if you cannot afford to visit the reputed doctor with the fancy practice? What if you have already been to the pharmacy and the doctor, but nothing they do seem to do the trick? What if you have come to distrust the old household remedies? The butter your old granny put in the coffee to cure all ills may not only make it taste disgusting, maybe it is dangerous too? It certainly did not help and the taste is horrible.

When you reach these points, then perhaps you do like many others and go for the easy and simple way out – some cure-all that will not ruin you. The first step is to order one of the many medicines sold through mail-order. Many of these elixirs and tinctures sound very reassuring and simply must cure what ails you. It is when your thinking starts to go down these lanes that you are ripe for the picking of a quack.

The quack's business model is dependent on trained physicians and well-stocked and proficient pharmacists being scarce. Most settlers know next to nothing about medicine and are unable to differentiate between quacks and a real medical practitioner. The quack's most lucrative sales come from miraculous elixirs and drugs. The itinerant elixir salesman is therefore a common sight mainly in areas just being settled.

Medicaments with questionable ingredients are also available by mail-order, or at serious pharmacists, at shameless prices. Some of these have been produced by proficient people and with care according to the best science available, where for an example opium is lauded for not being addictive. The quack will not let trifles like actual benefits, or even the right ingredients as stated on the label, get in the way of profit. 'If it sounds good, it will pay good.'

What the quacks lack in deeper medical knowledge, they often make up for by being fantastic entertainers. Many travel the frontier and sell their miraculous cures with a great medicine show. The ones living most dangerously travel alone in their carriage, going from town to town out west. The more successful quacks operate together with an entourage of helpers, where each and everyone have their given part to play. These medicine shows may gather large crowds by starting off with entertainments before moving on to sales.

The recipes are often said to be ancient Native American secrets that have been gained by luck, skill, or by getting the trust of a wise old medicine man somehow. This allows the quack to offer everyone to buy, at a very affordable price, a bottle of something that may not cure all, but almost. The performances and pitching are often followed up by someone looking definitively worse for wear, blind, hardly able to stand, etc., being offered a free sip. And presto! The afflicted stands up straight, starts to dance, and feels apparently great all of a sudden. This tends to get the sales going, and when the audience finally notices that the miracle cure will not work, the quack and company are long gone.

Guest Customer (Order #49645230)

DRUGS

Drugs harm body and mind. How you are affected depends on the drug, your resistance (Constitution), dosage, and chance (die roll). For each drug there is an *Effect table* that shows how you feel during the intoxication. It states the rate of the drug's Strength, Interval, and Addictiveness.

EFFECT

Make a Constitution Check when you get a drug in your system. Modify the roll with the drug's Strength. Read the result from the drug's table, it shows the worst Effect you will suffer. The intoxication works in Intervals, where you experience each stage all the way to the result of your Constitution Check. For each level of the table, a symptom is added. When the intoxication lets go, it does so level by level while you escape one Effect at a time. First Aid will mitigate the Effect one level. The MOD column shows what Modifier applies to all your rolls at the present Effect. CON tells you how much CON Loss you must check off when you reach that Effect row of the table.

STRENGTH

The Strength of the drug modifies your Constitution Check to determine how you are affected.

INTERVAL

The first Interval stat shows how fast you get worse (are moved one level down the table) when the drug starts to take effect. The other Interval rating (on the other side of the slash) shows how long time it takes for Recovery of one level in the table (to move up one level). It takes longer for the drug to leave the system than it takes to become intoxicated and affected.

ADDICTIVENESS

All drugs are addictive, some more than others. If you get addicted and the intoxication wears off or you are offered more, a Cool Check modified by the Addictiveness and Difficulty Levels (support from your friends or the like) is needed to resist. If you fail, the craving for the drug is so strong you get a cumulative modifier of –1 per day of abstinence to –7 on the seventh day, where you beat the addiction. This withdrawal penalty is then recovered at a rate of 1/day.

DOSAGE

If you double the dose, Strength increases by 5 (-10 becomes –15). The *Effect table's* first Interval rating is halved, while Recovery is doubled (30 Minutes/1 Hour = 15 Min/2 Hours). Half a dose lowers Strength by 5. The time intervals are then doubled and halved respectively (30 Min/1 H = 1 H/30 Min).

ALCOHOL

Most people in 1876 drink alcohol. In the cities it is often easier to stay healthy by drinking beer instead of water. On the other hand, alcohol is associated with violence, making addiction and misuse to be seen as a problem. Alcohol is insidious. A drunk with the shakes will get steadied for the coming surgery or battle by a shot of liquor. This is because serious addiction to alcohol causes withdrawal symptoms including tremors unless the addict gets a pick-me-up (see the rule for abstinence under Addictiveness).

If you drink more than half a bottle of hard liquor each day for over a month you also take 1 CON Loss (Recovery is 1/day after staying sober for a week). This also means that you may risk getting delirium, delusions, and hallucinations. If you manage to break the addiction and stay sober for a week, you will escape these problems (and negative modifiers on your rolls) since you have managed to get through the worst cravings – even if you will still hanker for a drink or two.

The Effects of a night of drinking can be seen in the table below. Your result is modified by how much you drink and what you drink (continue to add after the first roll, if you continue drinking). Every glass of beer or wine gives a Strength modifier of –1, each shot of whiskey –2, and each shot of absinth –3. Three beers and a whiskey give you a Strength modifier of –5, while four shots of whiskey equals –8. This modifier also applies when you try to turn down offers of more alcohol. The curse of alcohol is new to Natives, which makes them intoxicated at twice the normal speed for every glass they drink (the Interval while getting drunk is 15 minutes instead of 30).

First the Effect is small, but it soon turns into bad judgement and slurred speech. The general mood becomes unsteady and thereafter goes the poise. If you do not quit in time you will end up on all fours, vomiting like a Gatling and risking passing out. The next day you will suffer a headache, continue to vomit, and get Difficulty Hard (-5) if you do anything before the hangover passes.

ALCOHOL

Strength -1[1] Interval 30 Min/2 Hours Addictiveness +5[2]

RESULT	EFFECT	MOD	CON
20+	Talkative and jolly or quiet and blunt	-1	1
15-19	Poor judgement and slurred speech	-3	1
10-14	Mood swings and unsteady gait	-5	1
5-9	More or less unable to stand, vomiting	-10	1
1-4	Cramps, chills and blue lips	-15	2
BELOW 1	Coma, dies within 1D6 hours	-15	2

[1] Every glass Modifier: Beer/Ale/Wine-1, Hard Liquor -2, Absinth -3.
[2] For every month of daily drinking, a Cool Check shows if you are Addicted.

Guest Customer (Order #49645230)

CANNABIS

Cannabis is a plant from which drug may be extracted from its female inflorescence, concentrated to *hashish* or *cannabis oil*, or used as is (*marijuana*). This plant has been used for thousands of years in Asia and the Arab world for medicine, religious ceremonies, pleasure, and intoxication. Unlike South America, it has taken until the middle of the 19th century for cannabis to be used – mainly medicinally in tinctures and lozenges to ease pain or to soothe and relax muscles. Cannabis is also used to cure alcohol addiction, often as candies with maple syrup. Hashish has become very popular in the 1870s.

It is more popular to eat or drink preparations of cannabis; smoking the drug is still uncommon. *The Centennial Exposition* in Philadelphia featured a Turkish smoking parlor, where cannabis smoking was said to increase the impressions of the rest of the exhibition. Cannabis cigarettes to treat asthma and bronchitis occur too, and many patent medicines have started to feature cannabis among their main ingredients.

Cannabis has begun to spread among artists, writers, and intellectuals, who cannot see any harm in it. Cannabis makes its user lazy and unmotivated. It is hard for someone under the influence to start projects, especially if it is of little or no interest (Cool Checks are at a –5 modifier for something that is physically taxing, and -15 if it is boring too). Memory and the perception of time is altered. Users turn ham-fisted with slow reflexes and may suffer anxiety attacks and paranoia.

With long misuse of the drug, addiction sets in. Withdrawal effects consist mainly of anxiety, stomach pains, and insomnia. If you are abstinent you have a cumulative modifier of –1/day on all rolls until you surrender to the demon or keep from cannabis for 2 weeks.

Cannabis is mainly cultivated for its fibrous stem in the US 1876, and is then commonly known as hemp. In Virginia there was a law that called for farmers to grow hemp. Hemp is grown on a large scale in Kentucky, Wisconsin and Indiana. It is a common crop in most of the South. Hemp has long been used to manufacture paper, rope, sail, clothing, and other textiles. After the Civil War, competing fibers start to take over the market.

CANNABIS

Strength Varies[1] Interval[2] 30 Min/2 Hours Addictiveness +10

RESULT	EFFECT	MOD	CON
20+	Relaxed and enhanced impressions	-1	-
15-19	Peckish, talkative or introspective	-2	1
10-14	Experiences changed perception of time	-4	1
5-9	Confusion, impaired short-term memory	-6	1
1-4	Slow reflexes, fumbling	-8	1
BELOW 1	Panic attacks and paranoia	-10	1

[1] Eaten/Smoked: Marijuana 0/2, Hashish -4/-6, Cannabis Oil-6/-8.
[2] This Interval is when you eat or drink. If smoked, it is 2 Min/30 Min.

CHLOROFORM

The Scottish physician James Young Simpson was the first to use chloroform in 1847. It is gaining ground on ether, the erstwhile most common anesthesia. Ether has the problem of being extremely volatile and must be used with great care around open flames. Ether is also vasodilatory, making the patient bleed more, thereby complicating surgery and bleeding wounds. The use of chloroform spread fast during the Civil War and is used in 3 out of every 4 surgical operations.

Chloroform is fast-acting, but it takes a couple of minutes to anesthetize an adult. Before this is achieved it generates sexual arousal, which embarrasses many physicians, especially when their female patients start to utter obscenities. There is a drawback to chloroform; the patient may die of cardiac arrest.

CHLOROFORM

Strength -10 Interval 1 Min/20 Min Addictiveness +10

RESULT	EFFECT	MOD	CON
20+	Aroused and elated	-1	-
15-19	Delirium and muscle spasms	-5	1
10-14	Unconscious	-	1
5-9	Unconscious followed by nausea	-	1
1-4	Unconscious, heart palpitations	-	1
BELOW 1	Coma, dies from cardiac arrest	-	-

COCAINE

The coca plant is grown on the east slopes of the Anders in Colombia, Peru, and Bolivia. It is of great religious significance to the native peoples of this region. The use of coca leaves spread to the US in the 1850s. The leaves are chewed or prepared as a tea. The containing narcotic substance is low in its natural form. The effect is similar to caffeine, helping the user to overcome fatigue, hunger, and altitude sickness.

The cocaine alkaloid was not isolated until 1855 (by the German chemist Friedrich Gaedcke), making the crystalized pure version available. In 1859, production started in earnest. Cocaine found its way into some wines. The drug is euphoric and anaesthetizing, but the intoxication is short and may end in a crash with severe abstinence symptoms and depression. The user risks confusion, paranoia, anxiety, or stroke.

COCAINE

Strength -10 Interval 15 Min/30 Min Addictiveness -5

RESULT	EFFECT	MOD	CON
20+	Alert, clear minded, increased self-esteem	+1	-
15-19	Dilated pupils, excited	±0	1
10-14	Increased energy and aggressiveness	-3	2
5-9	Panic attacks, depression after the high	-5	2
1-4	Wild heart-rate and fast respiration	-10	3
BELOW 1	Dies of stroke or myocardial infarction	-	-

Guest Customer (Order #49645230)

OPIUM

Opium is completely legal and very common in a variety of patent drugs. The addicts come in two categories – the prim and tidy ones that drink tincture of opium (laudanum) for medical reasons (the drug is often recommended by physicians and pharmacists) and those that frequent opium dens found in China Towns in many cities to smoke opium in a pipe. Earlier, the opium dens advertised just as openly as the saloons, but lately protests have started to be voiced over the fact that many whites have started to 'chase the Chinese dragon'. This has made it more common that the opium den is housed in a secret room behind a laundry or other innocent business as a front. Most opium smokers are men and most laudanum drinkers are women.

Opium is well known for its painkilling properties, but it also creates a sense of contentment and may produce hallucinations. The drug makes you so passive that any result of 9 and under leaves you unable to do anything at all while under the influence. The Effect tapers off gradually.

Opium is extremely Addictive and abstinence is severe. It is so hard to break the addiction that it takes others to make it impossible for the addict to come by more opium – by any means. Withdrawal symptoms take the shape of shakes, cramps, pain, chills, sweats, heart palpitations, rashes, muscle spasms including kicking, extreme restlessness, influenza-like symptoms, weakness, nausea, diarrhea, and a runny nose. An addict with withdrawal symptoms may cause panic in a community, since the symptoms may be confused with contagious diseases of an epidemic nature.

Since the withdrawal symptoms are so severe, you will get a –2/day modifier on all your rolls instead of the common –1. When you are at your very worst after a week, the withdrawal symptoms may include panic and anxiety attacks, depression, vertigo, and paranoia.

The long-term effect of regular opium abuse is 1 CON Loss/month of at least a dose every other day. This CON Loss cannot be Recovered until you have stopped using opium for at least a week. Thereafter you Recover 1 CON Loss/week until completely restored.

MORPHINE

Morphine was isolated from opium for the first time by the German pharmacist Friedrich Wilhelm Serturner in the beginning of the 19th century. Morphine is a powerful analgesic, but is also the substance that makes opium soporific. Serturner therefore named his drug *Morphine* after the Greek god of dreams – *Morpheus*. The drug became prolific after 1817 since it is an industrial product that can be produced according to a predetermined potency.

Morphine is marketed as a miracle drug that offers ease to aches and pains as well as a being a splendid sleep inducer. The drug is common in cough medicines since it inhibits the cough reflex. Many believe that morphine is not addictive, that it lacks side effects, and thus is only dangerous for those of bad character. Physicians even recommend it to cure addiction to opium or alcohol.

Morphine as analgesic was initially administered in the form of pills or by applying it directly to a wound. The recommended dose was what could fit on a fingertip and the surgeon or physician then moistened the morphine with his own saliva before rubbing it into the wound. This brought on temporary pain-relief, but acted slowly. Its big breakthrough as an analgesic came when the hypodermic syringe was invented in 1855. The syringe made it possible for morphine to enter the bloodstream directly, delivering almost instant relief from pain.

Morphine was put to good use during the Civil War and thousands of wounded soldiers treated with morphine became addicts. Addiction to morphine is hence called *The Soldier's Disease*.

This alkaloid extracted from the opium poppy has become quite common in medical care, particularly when treating pain, or to induce sleep and calm. It is also used to stop vomiting and diarrhea. Its greatest risk is acute respiratory distress. A side effect is constipation.

Morphine causes the same severe withdrawal symptoms as opium (-2/day). You take a 1 CON Loss/month in penalty each month when you take morphine at least every other day. This CON Loss begins to be Recovered after a week's abstinence. Recovery is set to 1/week until you are completely restored.

OPIUM

Strength -5 Interval 30 Min/2 Hours Addictiveness -10

RESULT	EFFECT	MOD[1]	CON
20+	Pain-relieving and relaxing	-2	-
15-19	Contracted pupils and drowsiness	-4	1
10-14	Drowsy, headache and nausea	-6	1
5-9	Deep sleep and hallucinations	-10	1
1-4	Stupor, slowed heart-rate and respiration	-15	2
BELOW 1	Comatose and dead within 1D6 hours	-	-

[1] Removes other Wound Modifiers for the duration of the effect.

MORPHINE

Strength -10 Interval 15 Min/1 Hour Addictiveness -5

RESULT	EFFECT	MOD[1]	CON
20+	Pain-relieving and euphoric	±0	-
15-19	Contracted pupils, lack of appetite	-2	1
10-14	Subdued cough reflex	-4	1
5-9	Cold sweats, fatigue and itchiness	-6	1
1-4	Slowed heart-rate and respiration	-8	2
BELOW 1	Comatose and dead within 1D6 hours	-	-

[1] Removes other Wound Modifiers for the duration of the effect.

Guest Customer (Order #49645230)

TOBACCO

In the long run tobacco is unhealthy and harmful, but few in the 19th century live long enough to die from tobacco-related disease. The greatest problem is that nicotine is so addictive, you become hooked in no time if you smoke regularly. An addict without their nicotine is soon testy and irritable, has a hard time concentrating, and in the worst cases becomes shaky.

Tobacco earns you no immediate changes (no *Effect table*), but if you have never smoked before you may start coughing if you fail a Cool Check. The cough is in no way dangerous, but perhaps embarrassing. Should you swallow tobacco or juice from chewing tobacco, you risk cold sweats and vomiting.

The tobacco plant is used to manufacture pipe tobacco, chewing tobacco, cigars, cigarillos, cigarettes. Chewing tobacco and cigars are most common among Whites, while Native people prefer to smoke it in a pipe, often in religious or ceremonial contexts.

PEYOTE AND MESCALINE

Peyote is a cactus whose poison is called *mescaline*. After extraction it is dried and smoked in a pipe. Mescaline induces hallucinations and is the drug of choice for Native people on a vision quest in the mountains, where it is smoked during fasting to produce great apparitions and visions in the mind's eye. During these conditions it becomes hard to differ between illusion and reality.

It takes a couple of hours before the drug's effects start to become apparent. Even though everybody's visions differ, there are some common features. Almost everyone perceives colors differently and sees geometrical patterns (like honeycombs, cobwebs, grids, and hexagons) that tend to move in various ways. Other effects include losing the sense of time, euphoria, and the disintegration of one's sense of self. If the Effect is too strong, you may also experience fear, anxiety, nausea, and heart palpitations.

Mescaline is not addictive, but it is still not without risks. It is often mixed with alcohol, whereupon its effects are joined with the hallucinations. If this mixture is drunk, you are subjected to the Effects of both drugs (see tables for both Peyote and Alcohol).

PEYOTE[1]

Strength -5 | Interval 1 Hour/2 Hours | Addictiveness +10

RESULT	EFFECT	MOD	CON
20+	Enlarged pupils, enhanced impressions	+1	-
15-19	Visually strong hallucinations	-1	1
10-14	Lost sense of time and euphoric	-2	1
5-9	Lost sense of self	-4	1
1-4	Fear, distress and nausea	-7	1
BELOW 1	Heart palpitations, severe perspiration	-10	1

[1] In combination with alcohol, read the Effects in both tables.

EXAMPLE

"I thought that I had patched you up well and good already" Cato tells Smiley while he probes the wound, getting a "Yes, Corporal" for an answer. Smiley even manages a mocking salute for his old superior and good friend.

Since the bullet is left in the wound, Cato has to operate. He produces the chloroform and a rag that he places over Smiley's nose as he mutters. "This time refrain from comments about my wife. Remember who's holding the scalpel."

Smiley is true to his nickname and cracks a big one. "But you're so lucky! I would also like a beautiful woman by my side. Have I told you about Carmencita? She can dance!" There is no mistaking his excitement. Cato sighs quietly to himself. The chloroform is a godsend during surgery, but the time before the patient passes out is always awkward. As a physician, he has seen it all, but the lecherous arousal makes him embarrassed.

Smiley's Constitution is 10 and he rolls an 8 on a D20. From the result of 18 the chloroform's Strength of 10 is subtracted, resulting in an Effect of 8. Unconsciousness *followed by* Nausea *is the worst Effect Smiley will reach. He will be out during the surgery, which is the point, but he will unfortunately feel sick and might vomit when he wakes up.*

After a minute, the state when Smiley is Aroused *and* Elated *passes to* Delirium *and* Muscle Spasms, *to the relief of Cato. Smiley starts to slur his words and his body begins to twitch. Tomaso would have been worried if it was not for Cato's calm demeanor, making him trust that the physician has it under control.*

A minute later Smiley becomes Unconscious, *reaching the final stage –* Unconsciousness *followed by* Nausea *– a minute after that. It has taken 4 minutes to reach this Effect, but the Interval at which the drug wears off is 20 minutes. Cato got all the time he needs to extract the bullet before Smiley comes to. Smiley must check 3 CON Loss because of the chloroform.*

After 20 minutes, Cato has removed the bullet (a successful Surgery Check) when Smiley's condition improves, but he is still Unconscious. *20 minutes later still, he wakes up, delirious and vomiting. 20 minutes later, he is back at the first stage, feeling great and jolly. After a final 20 minutes he is back to normal, the Effects of the chloroform have worn off. Still, the CON Loss takes 3 days to Recover.*

Guest Customer (Order #49645230)

POISON

If you get poisoned – make a Constitution Check and subtract the poison's Strength from the result to see how you are affected. You do not reach the worst Effect immediately, but progress in Intervals. Start from the top of the table and go downwards, adding symptoms until you reach the Effect you rolled. Once there, you start to Recover by moving upwards through the same Interval Stages. You recover slower than you got worse (hence the slash in the table). First Aid reduces the Effect one level.

If you are about to get poisoned by something you eat or drink, make a Vigilance Check modified with the poison's Taste/Smell. At a result of 30+ you detect the poison in time to avoid it, at 20+ you only get half the dose before realizing what it is. If you try to poison someone, strong spices may mask taste and smell, making the poison harder to detect.

The tables show a normal dose. A double dose increases the Strength by 5 (-10 becomes –15). The table's first Interval is halved, while Recovery is doubled (30 Min/1 H=15 Min/2 H). The risk of discovery increases by 5. Half a dose lowers Strength and risk of discovery by 5. The Intervals are then doubled and halved respectively (30 Min/1 H=1 H/30 Min).

BELLADONNA

Belladonna is a shrub-like herbaceous plant, mostly found in South and Central Europe, and around the border to Mexico. The whole plant is poisonous, especially the sweet black cherry-like berries. A child may die from as little as 3-4 berries. The poison got its name from *Bella Donna* (*beautiful lady* in Italian), since the juice of the berries has been used as a beauty product. By dripping belladonna berry juice in the eyes, the pupils are dilated, which may be considered attractive.

Hallucinations are the most common effect and it is sometimes used recreationally. The hallucinations are seldom pleasant. Too high a dose may lead to death.

BELLADONNA

Strength -15 Taste/Smell ±0 Interval 2 Hours/12 Hours

RESULT	EFFECT	MOD	CON
20+	Dilated pupils and hallucinations	-1	1
15-19	Photosensitivity, blurred vision, dry throat	-3	2
10-14	Loud heartbeats, aggressive behavior	-5	2
5-9	Disorientation, fever and vomiting	-10	5
1-4	Coma and death within 1D6 days	-15	5
BELOW 1	Coma and death within 1D6 hours	-15	10

ARSENIC

Few poisons are as good as arsenic if you are trying to poison someone. It is easy to obtain and it is found in textile colors, wallpaper, and in pesticides. Arsenic is also a by-product that is purged when refining gold, silver, and copper ore. When speaking about arsenic poisoning it is almost always *arsenic trioxide* (also known as *white arsenic*) that is referred to. It is so poisonous that a teaspoon of the stuff will kill a healthy man. It is often dissolved in some kind of fluid, making it almost impossible to detect since it cannot be seen and lacks both taste and odor.

You can slowly build up a tolerance to arsenic by exposing yourself to half a dose. Each time you do this you get a +1 modifier to the next Constitution Check for this poison, up to a maximum of +10.

ARSENIC

Strength -15 Taste/Smell -10 Interval 30 Min/6 Hours

RESULT	EFFECT	MOD	CON
20+	Cold sweats, nausea and vertigo	-1	2
15-19	Severe stomach pains and flatulence	-5	3
10-14	Bloody vomit and diarrhea	-10	5
5-9	Unconsciousness and cramps	-15	5
1-4	Dies within 1D20 hours	-15	10
BELOW 1	Dies from poisoning	-	-

CHLORAL HYDRATE

Chloral hydrate was discovered in 1869 by the pharmacologist Oscar Liebreich. Chloral hydrate proved to be an excellent sleeping agent and Liebreich hoped it would prove useful as an anesthetic as well.

Its greatest area of use proved less than noble, though. Chloral hydrate was soon known as *knock-out drops* and used by persons intent on drugging and robbing their victims, or worse. The translucent and tasteless liquid is discretely dribbled into the victim's drink, whereupon the person in question soon starts to act very drunkenly. Thereafter the victim passes out and can be hauled off by his newfound 'friends' to a place where they can rob him in peace. Knock-out drops are also used in ports like San Francisco to *shanghai* new sailors onto vessels in need of crew.

CHLORAL HYDRATE

Strength -15 Taste/Smell -10 Interval 15 Min/3 Hours

RESULT	EFFECT	MOD	CON
20+	Irritable, poor judgement	-1	1
15-19	Vertigo, drowsiness, unsteady gait	-5	2
10-14	Unable to stand	-10	2
5-9	Unconscious for 3 hours	-15	5
1-4	Unconscious for 6 hours	-15	5
BELOW 1	Unconscious, dies within 1D6 hours	-15	10

Guest Customer (Order #49645230)

CURARE

Curare is an extremely potent neurotoxin found in some plants in South and Central America. The poison is extracted from sap and resin. To poison you, curare must penetrate the skin. When it enters the bloodstream, it is one of the world's most fast acting poisons, bringing on paralysis. It spreads through the body. The victim can potentially die from respiratory failure when the muscles that support breathing are paralyzed. The victim remains conscious throughout the ordeal.

If you swallow the poison, it is completely harmless since it is not dissolved by the stomach acid. Prey killed with curare is therefore safe to eat.

Curare is almost completely free of taste and smell. It is rare in North America and hard to come by.

CURARE			
Strength -15	Taste/Smell -10	Interval	15 Sec/30 Min
RESULT	EFFECT	MOD	CON
20+	Paralysis of eyelids and face	-5	1
15-19	Unable to swallow and to lift the head	-10	2
10-14	Paralysis of arms and legs	-15	2
5-9	Partial paralysis of the lungs, weak pulse	-15	5
1-4	Dies from respiratory distress in 1D6 hours	-15	5
BELOW 1	Dies from respiratory distress	-	-

STRYCHNINE

A colorless crystalized powder with a bitter and tart taste. The powder may with some difficulty be dissolved in water. Strychnine is often taken orally, but poisoning may also occur through contact with skin and eyes or by inhalation. The poison attacks the central nervous system, making all muscles contract and cause violent convulsions. The victim becomes sensitive to the slightest sound or light – which may trigger new spasms. The cause of death is respiratory distress due to cramps. The victim is conscious through it all.

The poison's Effect may be mitigated one level by drinking water mixed with carbon.

Post mortem, rigor mortis sets in immediately. The body is stuck in a backwards bent bow-shape, eyes wide and the face grotesquely twisted.

STRYCHNINE			
Strength -15	Taste/Smell +10	Interval	15 Min/6 Hours
RESULT	EFFECT	MOD	CON
20+	Stiffness of neck and face	-2	2
15-19	Cold sweats, spasms in arms and legs	-5	4
10-14	Full-body spasms	-10	6
5-9	Full-body contortion, respiratory distress	-15	8
1-4	Dies within 1D6 hours	-15	10
BELOW 1	Dies within 1 hour	-15	10

CYANIDE

Cyanide is an incredibly strong poison, able to kill a healthy adult man with a small amount. The poison consists of colorless crystals, soluble in water but not alcohol. The effect is instant; death may occur within minutes. Cyanide paralyzes the body's ability to absorb oxygen, suffocating the victim even when breathing.

The poison may be neutralized with the antidote sodium thiosulfate, typically used for developing photographs. The antidote is delivered through a syringe into the bloodstream and mitigates the Effect with three (3) levels.

Cyanide may be extracted from bitter almonds and the pits of apricots, peaches, cherries and apples. The poison has the characteristic smell of bitter almonds, enabling vigilant victims to detect it in time.

CYANIDE			
Strength -20	Taste/Smell +5	Interval	1 Min/2 Hours
RESULT	EFFECT	MOD	CON
20+	Headache and stupefaction	-1	2
15-19	Vomiting and wild heart-rate	-3	4
10-14	Respiratory distress and convulsions	-5	6
5-9	Unconsciousness, heart palpitations	-10	8
1-4	Dies after 1D20 minutes	-15	10
BELOW 1	Dies after 1D6 minutes	-15	10

TETRODOTOXIN

Tetrodotoxin is a very strong neurotoxin extracted from the puffer fish. It is one of the most potent of all poisons found in the animal kingdom and there is no known antidote. The poison is fast acting and has a paralyzing effect that spreads through the body.

Before paralysis, the early symptoms tend to be vertigo, perspiration, and nausea. Thereafter, body temperature starts to drop quickly and the victim experiences trouble breathing. Shortly, almost all signs of life stop. For someone without medical training the victim seems dead. However, the victim is still conscious and can hear everyone around them.

The poison is used by evil voodoo priests, known as *bokors*, and it is the most important ingredient when making zombie powder.

TETRODOTOXIN			
Strength -15	Taste/Smell -5	Interval	15 Min/12 Hours
RESULT	EFFECT	MOD	CON
20+	Numbness of tongue and lips	-1	1
15-19	Vertigo, perspiration, vomiting	-5	2
10-14	Paralysis of arms and legs	-10	3
5-9	Paralysis of the body, weak pulse	-15	5
1-4	Falling blood pressure, shallow breathing	-15	5
BELOW 1	Dies of respiratory distress in 1D6 hours	-15	10

Guest Customer (Order #49645230)

POISONOUS ANIMALS

POISONOUS SNAKES

Snake bites are seldom mortal if you receive care in time. If left untreated the EFFECT worsens by 2 levels. Any aid must be applied before you reach the worst EFFECT that your roll resulted in to be of help at all.

RATTLESNAKES

The rattlesnake is the most common and also the most dangerous snake in West America. Its venom is very strong and may lead to death if the bite is not treated in time. Rattlesnake bites may cause necrosis. The wound becomes bubbly and brownish black, covered with pus and scabs. In serious cases of necrosis, the affected limb must be amputated. When necrosis heals it leaves nasty scars in its wake.

There are several species of rattlesnake, such as:

- *Diamondbacks.* Recognized by its diamond-shaped covering. It grows to become 4-5 feet long and is found all over West America.
- *Sidewinders,* also known as *Horned rattlesnake*. Only found in the desert areas of the Southwest and grows to become 1.5-2.5 feet long.
- *Timber rattlesnake.* Measuring in at 3-4.5 feet. Found in the woodlands of both North and South.
- *Texas rattlesnake.* Around 3.5-4.5 feet long. Lives in the Southwestern prairies of the US and in Mexico.

THE AGE OF RATTLESNAKES

Fully grown rattlesnakes have learned to control their venom. They will not inject all their venom in one go and are able to attack up to three times per day at full effect. They can even attack without secreting venom. A young rattlesnake has not yet learned to control their venom and injects all at once. This makes them more or less harmless for a full day after the first attack.

COPPERHEAD

This snake habitat is in the eastern US (except Florida). Its bite is seldom deadly. During the Civil War, people sympathetic to the Confederate cause who wanted peace at terms favorable to the South were called *Copperheads*.

CORAL SNAKE

The *Coral Snake* grows to about one yard, with a thin body cross-striped in red, yellow, and black. Its bite is not as painful as that of a rattlesnake, so you might not notice it until the venom starts to affect you.

WATER MOCCASIN

Also known as *Cottonmouth*, since the inside of its mouth is white. It becomes in average 3.5 feet long. It is found in rivers, marshes, and wetlands in the Southwest and in the South. In watercourses they may occur in groups. If several snakes attack at the same time, the EFFECT is worsened one level for every additional bite.

POISONOUS SNAKES

SNAKES	POISON STRENGTH
RATTLESNAKES	
DIAMONDBACK	-10
DIAMONDBACK, YOUNG	-15
SIDEWINDER	±0
SIDEWINDER, YOUNG	-5
TIMBER RATTLESNAKE	-5
TIMBER RATTLESNAKE, YOUNG	-10
TEXAS RATTLESNAKE	-10
TEXAS RATTLESNAKE, YOUNG	-15
OTHER SNAKES	
COPPERHEAD	-5
CORAL SNAKE	-10
WATER MOCCASIN	-5

POSIONOUS SNAKES

STRENGTH VARIES (SEE ABOVE) INTERVAL 1 HOUR/24 HOURS

RESULT	EFFECT	MOD	CON
20+	Severe pain and blue discoloration	-1	3
15-19	Headache, vertigo and thirst	-3	3
10-14	Abdominal pains, vomiting, diarrhea	-6	3
5-9	Necrosis or muscle cramps	-9	3
1-4	Necrosis, amputation, respiratory distress	-12	3
BELOW 1	Dies from poisoning	-	-

Guest Customer (Order #49645230)

GILA MONSTER

The *Gila Monster* is mainly to be found in the northern Sonora desert and northwestern Mexico, but also in the desert areas of California, Nevada, Utah, Colorado, and Texas. It is 20 inches long and weighs around 4 pounds. The color is brownish black with orange-yellow spots, forming an excellent camouflage in desert regions.

The Gila Monster is timid and spends most of its time hidden underground or under rocks. It never attacks unless threatened. If you are stupid enough to get bitten, you will discover that the Gila Monster's bite is extremely painful but not lethal. The venom creates a burning sensation around the resulting wound.

Once the Gila Monster bites, it will not let go. The venom is exuded by grinding its teeth in the wound, so it is imperative to make the lizard let go. A common method is to bend the jaws open with a knife. To succeed you need to make an Opposed Roll for Strength with a –5 penalty due to its powerful jaws. For every failed attempt to pry it away, the venom's Strength is increased by –5 (from ±0) to a maximum of –15.

Other ways to make the Gila Monster stop biting is to hold an open flame under its chin or place it under water. This takes enough time to increase the venom's Strength to –5, but it will let go. Any attempt to pull the lizard off worsens the Effect 1 level, since one or more teeth gets left in the wound and may cause an infection. The few mortalities caused by the Gila Monster are the result of infections, not the venom.

SCORPIONS

SCORPION (Strength ±0)

A *Scorpion* can grow to be 4-6 inches long and lives in desert regions. It uses its long tail to sting its victims to kill or stun. People stung by scorpion are seldom killed, but it is very painful nevertheless.

BARK SCORPION (Strength -10)

One of the few scorpions that may be lethal to humans is the *Bark Scorpion* of the Southwest. It is small, merely around 2-3 inches, and is a skilled climber. The venom is very potent.

SPIDERS

BROWN RECLUSE SPIDER (Strength -5)

Brown Recluse Spider is the most dangerous of all spider species. The venom is necrotic within 2-8 hours. If the bite is discovered in time, the wound must be purged with both pure, preferably boiled, water and alcohol. Otherwise, the skin around the wound becomes bubbly, brownish black and covered in pus and scabs. The necrosis leaves ugly scars behind after the wound has healed.

BLACK WIDOW (Strength -5)

The *Black Widow* is feared due to its reputation of being extremely lethal. The truth is that most people survive the venomous bite, but children, sick, and the elderly are at greater risk. The bite itself is hardly noticed, but the effects may become serious indeed.

GILA MONSTER

Strength ±0 till -15 — Interval 1 Hour/6 Hours

RESULT	EFFECT	MOD	CON
20+	Local pain and swelling	-2	1
15-19	Severe pain and vertigo	-4	2
10-14	Extreme pain and debility	-6	2
5-9	Vomiting and diarrhea	-8	2
1-4	Unconscious for 1D3 hours	-10	2
BELOW 1	Dies from painful infection	-	-

SCORPIONS AND SPIDERS

Strength VARIES (SEE ABOVE) — Interval 1 Hour/4 Hours

RESULT	EFFECT	MOD	CON
20+	Local pain and perspiration	-1	1
15-19	Heart palpitations, headache, fever	-2	2
10-14	Nausea and vomiting	-4	2
5-9	Muscle cramps	-6	2
1-4	Unconscious for 1D6 hours	-8	2
BELOW 1	Dies from poisoning	-	-

Guest Customer (Order #49645230)

PATENT MEDICINES

The lack of competent physicians that charge affordable prices for their services is severe. Moreover, some medical procedures or surgeries tend to be lethal. This is when hope turns to bottled miracle elixirs. Patent medicines are also winning ground, since they tend to be relatively cheap and appear more scientific than the old folk remedies.

PATENTED HOPE

There are many diseases and ailments where the need for help is great. Most drugs claim to ease pain and fatigue, but also to purify the blood and other bodily fluids, take care of liver and kidneys, and much more. There are patent drugs claiming to be a cure all, while others are content to list ten or so ailments that it can ease or remedy. Everything can be set right with the correct patent drug, if you believe their salesmen.

LAWS, RULES, AND REGULATIONS

For a drug to be patented, the recipe must be submitted to the *Patent Office*. While there, everyone is permitted to scrutinize it, so the exact ingredients are often changed somewhat and the patent is *not* sought for the *drug*, but for the color and form of the *bottle* or jar and its *labelling*. This labelling is then used in calendars and newspaper ads too. No laws regulate the contents of the bottles. You may put whatever drugs or quantities you wish into them. Those who want to charge more per bottle often top them up with more opium and cocaine than the cheaper variants. No laws forbid something else than what is stated on the labelling to be put in the medical container.

MIRACULOUS INGREDIENTS

To sell patent drugs there is often talk about *'vegetable extracts from Indian wisdom',* radioactive water, or snake oil (often manufactured by mixing turpentine and gasoline). Alcohol is the best way to dissolve all matter of ingredients. All patent drugs with a name containing the word *"bitters"* are often strong enough to be served in a shot glass in saloons – who are then not eligible for tax since it is medicine, not liquor.

DESIRABLE EFFECTS

Some just want the medicine to feel a bit better. In this case, recreational drugs and alcohol work like a charm. Others want a more tangible result, at least that their guts are in good order – making laxatives to be found in almost anything. Some are of the opinion that if a drug does not taste horrible, it will not do anything, so many medicaments are purposefully made to taste awful. Others, like liniment, are so potent that the skin becomes red and inflamed in the treated area.

TO EASE, NOT TO CURE

Patent drugs are designed to make people *feel* better, not to *get* better. For most people, this is good enough since most diseases pass on their own. Then it is enough if the sick feel better in the meantime, drugged or not. What is dangerous is when the drug hides the symptoms of a disease that needs further treatment. *Dr King's New Discovery for Consumption* contains chloroform and morphine. The chloroform makes the cough go away, while the morphine induces the patient in a pleasant intoxicated state. All the while the tuberculosis continues to run rampant, untreated, through the body of the sickened.

DEPENDENCY

The three most common ingredients in patent drugs are *alcohol, opium,* and *cannabis*. This leads to addictions. Many of the drugs assert, completely in falsehood, that they are not habit-forming even though they contain large amounts of hard drugs. To be able to sell their products to the growing membership of the *Temperance Movement*, many of the potent *'bitters'* have had the word Temperance added to their name.

MARKETING

The producers of patent medicines do not put up much money for the ingredients (15-35 cents per bottle selling for $1-$5), but spend more on marketing. One in every four newspaper ads are for patent drugs, often with creative new takes so they stand out. Most ads target women, since they usually care for the sick in the family.

MEDICINE SHOWS

The greatest companies send out itinerant medicine shows to all corners of the country. There is acting, singing, and all kinds of shows interspersed with aggressive sales of the preparations being marketed. The cures being sold are often purported to originate from *Indian Medicine Men* or oriental wisdom. The medicine show then quickly moves on to the next town or city.

CALENDARS FULL OF ADVERTISING

J.C. Ayer in Massachusetts has initiated a new form of advertising. He sends out huge amounts of calendars all over the county, all for free. Every day of the year is there, along with endless ads for his medicines.

PATENT DRUGS IN CIRCULATION

Here we follow a few examples of the patent drugs in circulation on the next pages. For every preparation a price is noted, how they are marketed, what ingredients they contain and what the effect can be (roll on the *Effect Tables* for different poisons or drugs).

Guest Customer (Order #49645230)

★ PATENT MEDICINES ★

AYER'S HAIR VIGOR — $1/Bottle

This hair tonic is sold in a blue bottle (many believe blue glass in itself to be wholesome). All ads show a woman with long flowing hair. The tonic implies that it is the best possible thing when it comes to stimulating hair growth, and when coloring or forming the hair. *"Ayer's Hair Vigor – the secret behind beautiful and lush hair!"*

INGREDIENTS
Caustic soda, lead acetate, vanilla cream, glycerin, and water.

EFFECT
Rinse thoroughly with water afterwards and the hair gets clean.

AYER'S SARSAPARILLA TONIC — $1/Bottle

"Ayer's Sarsaparilla Tonic makes the weak strong! It cures diseases of the blood, tumors, jaundice, stomach ailments, and mercury poisoning. In our ads happy customers bear witness of being sick and frail, at Death's door even, but soon restored to soundness and strength after drinking several bottles a day."

INGREDIENTS
Sarsaparilla, sassafras root, mandrake, stillingia, curly dock, sugar, and carbonated water.

EFFECT
Sweet carbonated drink. Can lead to weight gain if imbibed often.

BLUE MASS — $2/Pack

"The foremost treatment for syphilis. Purge your blood and liver by swallowing this pill. Mix it with alcohol or water to rinse the mouth (gargle for best effect), treat infected eyes, and to dab wounds. It works just as well against tuberculosis, melancholia, constipation, parasites, and toothache." Sold in packs of 20 pills.

INGREDIENTS
Mercury (34%), rose honey (34%), marsh-mallow (25%), licorice, and glycerin.

EFFECT
Inflammation of the oral mucosa, nervous system and kidneys affected.

BRAITHWAITE'S GENUINE BLACK DROPS — $3/Bottle

"Braithwaite's Black Drops works when all else fails. The cough stops abruptly, pain yields, and you may at last sleep the sleep that cough has denied you. It's not for the weak-minded, though, as every black drop is four times more potent than laudanum. Braithwaite guarantees ease, calm, and renewed strength!"

INGREDIENTS
Fermented vinegar, and opium.

EFFECT
Suppresses cough, makes the patient fall asleep. Effect like Opium -5.

BURDOCK BLOOD BITTERS — $1/Bottle

"This blood-cleanser cures dyspeptic ailments like gastric ulcers, vomiting, and gallstones. It will also soothe a hot temperament, nausea, and even constipation if taken regularly. If you instead rub the tonic into you scalp you will soon find that it restores hair growth, even curing baldness."

INGREDIENTS
Alcohol (25%), sugar, and burdock root oil.

EFFECT
Calms the stomach, diuretic and sudorific. Effect like Alcohol +5.

CHLORODYNE — $2/Bottle

"Cures cough, consumption, asthma and bronchitis. It will also keep otherwise life-threatening diseases like diphtheria, fever and croup at bay. Works wonders when treating diarrhea and is the only thing capable of stopping cholera and dysentery. Efficiently stops hysterical spells, epilepsy, heart palpitations, and toothache!"

INGREDIENTS
Laudanum, cannabis, chloroform, chili pepper, peppermint, nitroglycerin, and alcohol.

EFFECT
Pain-relieving, Roll for Effect of Opium, Alcohol & Chloroform +5.

DR. BAXLEY'S LAUDANUM — $2/Bottle

"Dr Baxley's Laudanum eases pain, stops cough, and lets the sleepless have a sound night's sleep that sees him well rested the following morning. There is no better cure for worked up passions, nervous afflictions, or female troubles – all without the damaging effects alcohol has on the individual!"

INGREDIENTS
Alcohol and opium.

EFFECT
Alleviates cough, diarrhea and pain. Effects like Alcohol & Opium +5.

DR. BAXLEY'S WHOOPING COUGH SYRUP — $1/Bottle

"Dr Baxley's Whooping Cough Syrup entices the child to take her medicine with a smile. Soon loving parents may gaze upon their progeny whose encumbering cough is no more and stillness once again reigns at home. Eases all kinds of cough, in adults as well as in children. If the cure is taken regularly, the cough will soon be but an unpleasant memory."

INGREDIENTS
White horehound, salvia, chestnut leaves, water, salmiac, rootstalk, alcohol, and potassium salt.

EFFECT
Alleviates cough. Induces diarrhea. Effect like Alcohol +5.

Guest Customer (Order #49645230)

DR. MORSE'S INDIAN ROOT PILLS — 50 Cent/Pack

Each pack is wrapped in a paper with *"a short story about Dr Morse's father"*; a narrative of how Dr Morse returned from his far and wide travels to find his elderly father on his deathbed. Dr Morse forthwith mixed a cure out of all the herbs and medicinal plants he had collected, which cured his ailing father and made him strong like a young man again.

INGREDIENTS
Aloe, mandrake, gamboge, John the Conqueror root, and cayenne pepper.

EFFECT
Hallucinations and diarrhea

DR. WILLIAMS' PINK PILLS FOR PALE PEOPLE — 50 Cent/Pack

"When muscles and nervous system are tortured by poisons in the blood, no matter if the result is rheumatism, sciatica, lumbago, choreomania, or partial paralysis, these pink pills are the only way to purify the blood and solve the problem. The pills are also effective against influenza, men's nervous ailments, and female troubles."

INGREDIENTS
Iron sulfate, potassium carbonate, magnesium sulfate, licorice powder, and sugar.

EFFECT
Mitigates spasms. Tastes good.

DR. WU'S ORIENTAL ELIXIR — $3/Bottle

"Wu's oriental elixir cures all, cough, or snake bite. The children have runny noses? Give them a teaspoon. Do you suffer from lumbago? Have a mouthful. It's just as effective internally and externally. Daily use prevents disease. Dr Wu was the personal physician of the Emperor of China. Now he shares the miracles of the Orient for the good of all mankind."

INGREDIENTS
Alcohol, opium, tea, chicken broth, ginseng, locoweed, daisy, Chinese angelica, hare's ear (herb), Chinese date, mandarin peel, licorice, and ginger.

EFFECT
Invigorating, anti-inflammatory. Effects like Alcohol & Opium.

DR. WU'S SNAKE OIL LINIMENT — $1/Bottle

"Nothing soothes aching muscles as effectively as Dr Wu's Snake Oil Liniment. Rheumatism, sciatica, and other joint pains are reduced to unpleasant memories. Wrinkles, eczema, and unfortunate skin conditions need not trouble you. The rattlesnake venom purifies the skin, turning it smooth and youthful. Even cancerous tumors may be treated!"

INGREDIENTS
Paraffin oil, chili, turpentine, camphor, and lard.

EFFECT
Burning sensation, rosy skin, pain-relieving, local anesthesia.

ELECTRICATING LINIMENT — $1/Bottle

"Electricating Liniment makes use of the very latest in scientific observations and has never failed. The liniment is saturated with powerful electricity. It's a sure cure for rheumatism, cuts, muscle cramps, a lame back, stiff joints, frostbite, and much more. Patients suffering from partial paralysis can expect great alleviation."

INGREDIENTS
Eucalyptus, petroleum, ammonia, water, and brandy.

EFFECT
None of significance.

FLETCHER'S CASTORIA — $1/Bottle

"The kind the baby cries for!" is the proud slogan that calls from all packaging and ads. *"Fletcher's Castoria is an alternative to foul-tasting and hated common castor oil. This cure for stomach ailments works wonders, and instead of tearing up your children will ask for another spoonful!"*

INGREDIENTS
Senna leaves, bicarbonate, arctic starflower, dandelion, sugar, pumpkin, aniseed, wormseed, peppermint, alcohol, and water.

EFFECT
Purgative. May induce nausea, belching and diarrhea.

HAMLIN'S WIZARD OIL — $2/Bottle

"There are no wounds it won't heal, no pain it won't benumb. Used externally it cures rheumatism, paralysis, deafness, quincies, and dog bites. Used internally it heals hydrophobia, weak nerves, cramps, gastric ulcers, and cholera." Hamlin's Wizard Oil was marketed in medicine shows with a lot of singing and free song booklets full of ads.

INGREDIENTS
Camphor, ammonia, chloroform, sassafras, clover, turpentine, and alcohol (50-70%).

EFFECT
Pain-relieving, stinging. Effects like Alcohol -5 & Chloroform +5.

LYDIA E. PINKHAM'S HERB MEDICINE — $1/Bottle

"Lydia E. Pinkham's vegetable decoction is a working cure for all the painful troubles and weaknesses common even among the very best of women." Lydia Pinkham has just begun manufacturing her cure for female afflictions on a grand scale. In all her ads she promises to answer all letters from perplexed women with sound and personal advice.

INGREDIENTS
Milkweed, ragwort, fenugreek, star grass, black snakeroot, and alcohol.

EFFECT
Anti-inflammatory, diuretic. Effect like Alcohol +10.

Guest Customer (Order #49645230)

★ PATENT MEDICINES ★

MINARD'S LINIMENT — 75 Cent/Bottle

"The Great Internal and External Remedy for Man or Beast!" runs a classic slogan for this liniment, also known as *'the king of pain relief'*. It is especially popular among sailors and fishermen, who are often cited in the company's ads where they tell that nothing soothes aching muscles as fast and effectively as Minard's Liniment.

INGREDIENTS
Camphor, ammonia water, and turpentine.

EFFECT
Pain-relieving and numbing. Mild skin irritation.

STOP DRINKING GERMAN LIQUOR CURE — $4/Box

"After only a few doses, the want of alcohol is removed and you will regain your appetite. Start with a small box and then order twelve more to finish the cure. Many are the ills of pernicious liquor, so to be on the safe side when it comes to resist its temptation you should always keep this cure at hand. It's completely safe and without any side effects."

INGREDIENTS
Alcohol, sugar, anise, and fennel.

EFFECT
Effect like Alcohol +5.

MOTHER'S QUIETNESS — $2/Bottle

"Don't let your children suffer needlessly. At cough, pain, or distress you can help them receive the rest their little bodies need so much. One dose each evening creates a restful calm. No child is too small for this alleviation. Gently rub the gums of your infant with Mother's Quietness to ease the discomfort of teething."

INGREDIENTS
Alcohol, morphine, and syrup.

EFFECT
Soothing. Antitussive. Effects like Alcohol & Morphin +5.

SWAMP ROOT — $1.5/Bottle

"The weak grows strong with Kilmer's Swamp Root. All troubles found in the kidney, liver, and bladder may be cured with this drug. The blood is cleansed from impurities and all imaginable problems of the urinary tract will find its easement and cure. Swamp Root is especially recommended at outbreaks of malaria and yellow fever."

INGREDIENTS
Alcohol, buchu leaves, peppermint, rhubarb root, mandrake, aloe, skullcap, calumba root, carrot, valerian root, sassafras, cinnamon, juniper berry, birch, balsam of copaiba and tolu

EFFECT
Diuretic and laxative

Mrs WINSLOW'S SOOTHING SYRUP — $2/Bottle

"Advice to all mothers! Are you in despair of your sick child's suffering? Go straight away and procure Mrs Winslow's Soothing Syrup. The effect is instant. The child will fall into a strengthening natural sleep and will wake up alert and happy in the morning. Soothing Syrup is perfectly safe, has a fine taste, and even cures dysentery and diarrhea."

INGREDIENTS
Opium, soda crystals, fennel oil, and ammonia.

EFFECT
Soothing. Pain-relieving. Effects like Alcohol & Opium +5.

THE EVERLASTING PILL — $5/Pill

"This everlasting pill can rescue yours and your family's life for generations. Swallow the pill with some water and let it purify your system – all foulness and disease will be purged. The pill remains intact when it exits the natural way, so you may put it away until the next time someone's ill in the family."

INGREDIENTS
Antimony (heavy metal).

EFFECT
Heavy metal poisoning, diarrhea, vomiting, perspiration, etcetera.

PERUVIAN WINE OF COCA — $1/Bottle

"A true savior for body and mind, strengthening and rejuvenating. Wine of Coca is completely safe in all doses. It allows you to work double-quick without tiring. This intellectual beverage increases your creativity and boosts male vigor. Also cures malaria and headaches."

INGREDIENTS
Cocaine and alcohol (wine).

EFFECT
Invigorating. Effects like Alcohol & Cocaine +5.

WARBURG'S TINCTURE — $2/Bottle

"Warburg's Tincture forms an infallible alleviation of all fever sicknesses, cholera, diarrhea, dysentery and scrofula, consumption, chronic bronchitis, cough, lack of appetite, delirium, morbid digestion due to over-indulgence of alcohol, and scurvy. This tonic is more effective than treating the diseased with pure quinine."

INGREDIENTS
Aloe, rhubarb root, garden angelica, elfdock, saffron, fennel seeds, chalk, gentiana root, white turmeric, Java pepper, myrrh, camphor, bolete, alcohol, and quinine.

EFFECT
Effective against Diphteria, Yellow Fever & Malaria +5 (not as good as pure quinine).

Guest Customer (Order #49645230)

MANUFACTURE YOUR OWN MEDICAMENTS

Many are enticed to come up with their own medicaments for different reasons. Some mix household cures with elements of the local flora and its herbs. Others put their trust in drugs and chemical experiments. For some the goal is to help their fellow man and to ease suffering. Still others want prestige or money. A quack will not care if her elixirs work or not, only if people believe in them enough to buy them.

INGREDIENTS AND EFFECTS

In the adjacent column ingredients are listed, what a dose costs in cents, and of what utility the ingredient is purported to possess. If you choose a drug or poison with its own *Effect Table,* the STRENGTH is 5 weaker since they are diluted (unless you double the dose. Make a SKILL CHECK (for EXPERTISE/CHEMISTRY, /HERBS or QUACKERY) and see the result in the table.

EFFECT - OWN MEDICAMENTS

RESULT	EFFECT	MOD
BELOW 5	Lethal decoction. Roll 2 SIDE EFFECTS	-15
5-9	People become ill	-10
10-14	The results are not what you expected	-5
15-19	Unexpected SIDE EFFECTS from your elixir	±0
20-24	Working elixir, but roll for SIDE EFFECTS	+5
25-29	No SIDE EFFECTS	-
30-34	Better than expected, you may double the price	-
35+	Beneficial brew, you get HONOR +1 and FAME +5	-

SIDE EFFECTS

If something unexpected happened, such as using the wrong ingredient or the wrong dosage, you roll SIDE EFFECTS. Add +2/DEGREE to your roll (+5/DEGREE if using EXPERTISE/HERBS) on the table below. You must also use the modifier received on the table above.

SIDE EFFECTS

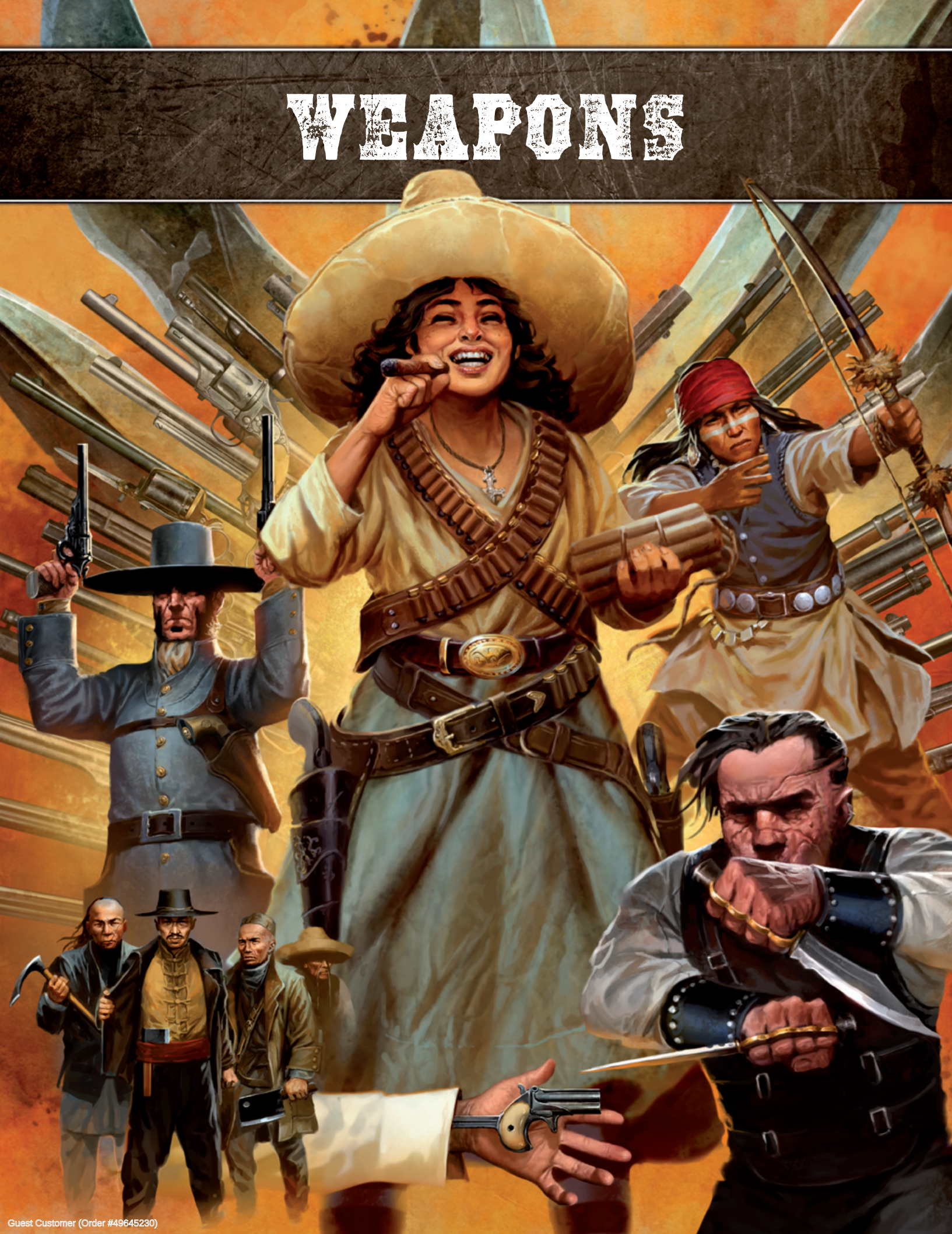
D100	SIDE EFFECT	D100	SIDE EFFECT
01	Lethal	40-42	Insomnia
02-03	Unconsciousness	43-47	Itching rash
04-05	Shortness of breath	48-52	Laxative
06-07	Temporary blindness	53-57	Vomiting
08-09	Periodontitis	58-60	Chills
10-11	Partial paralysis	61-65	Constipation
12-13	Paranoia	66-70	Perspiration
14-16	Impotence	71-73	Slurred speech
17-19	Hair loss	74-78	Gases
20-22	Spasms	79-82	Headache
23-25	Amnesia	83-86	Swelling
26-28	Hallucinations	87	Enhanced potency
29-31	Heart palpitations	88-91	Overexcitement
32-34	Muscle cramps	92-95	Thirst
35-39	Stomach pains	96-00	Drowsiness

INGREDIENTS (SUBSTANCE/PRICE/WHAT IT IS GOOD FOR)

ALCOHOL (20c) – Most things are dissolvable in alcohol. Many like it. Good for making sobriety medicine.
ALOE (5c) – Stomach and intestine. Bad for pregnant women.
ANISE (5c) – Cough. If not diluted it causes inflammation.
APPLE (5c) – Digestive issues.
ARSENIC (10c) – External use against wrinkles and rashes, internal use for purifying the blood and to empty the bowels.
BELLADONNA (10c) – Dilated pupils (considered beautiful).
BLUEBERRY (5c) – Eye disorders and to stop diarrhea.
CALAMUS (10c) – Belly-ache, diarrhea, dysentery, cholera.
CANNABIS (15c) – Soothing, analgesic, increased appetite.
CHAMOMILE (5c) – Stomach-related ailments, urinary infection, nervous affliction, painful menstruation.
CHICKORY (10c) – Digestion, laxative, diuretic, gall-related ailments, consumption, bronchitis.
CHILI PEPPER (10c) – Increased circulation, healing of wounds, staunch blood flow and anti-inflammatory.
CHLORAL HYDRATE (20c) – Soporific, narcosis.
CHLOROFORM (20c) – Soothing, soporific.
CHRYSANTHEMUM (10c) – Treats all respiratory problems, cough, whooping cough, cold, influenza and headaches.
CINNAMON (20c) – Treats gases and nausea.
CLOVES (10c) – Toothache, joint pains, nausea.
COCAINE (20c) – Invigorating, performance enhancing, cure for addiction to alcohol or opium.
DANDELION (5c) – Problems of liver and gall, malaria, rashes, rheumatism, and gout.
ELDERBERRY (5c) – Sudorific and diuretic.
GINGER (20c) – Joint pains and digestive disorders.
GINGKO (25c) – Sharpens concentration and memory.
GINSENG (25c) – Cold, appetite, regulating the female cycle, cure impotence, and ease childbirth.
HOPS (5c) – Soothing, relaxing, mild soporific.
LEMON (10c) – Rheumatic ailments.
LICORICE (10c) – Bronchitis, gastric catarrh, laxative.
MESCALINE (20c) – Treats hysteria and weak nerves.
MILK THISTLE (5c) – Protects the liver from poisons, even alcohol and fungi, jaundice, kidney stones, purifies the blood.
MORPHINE (20c) – Analgesic, antitussive, soporific, cure against addiction to alcohol or opium.
OPIUM (20c) – Analgesic, soothing, soporific.
PURPLE CONEFLOWER (5c) – Alleviates the common cold.
QUININE (25c) – All kinds or fevers, malaria in particular.
SAGE (10c) – Digestive cramps, antiperspirant.
SARSAPARILLA (10c) – Syphilis and rheumatism.
SASSAFRAS (10c) – Tasty. Conceals unpleasant taste and odor.
ST JOHN'S WORT (10c) – Depression, cramps, headache.
TARRAGON (5c) – Anticonvulsant appetizer.
THYME (10c) – Cough, whooping cough, influenza, bronchitis.
TURMERIC (20c) – Inflammatory ailments.
WORMWOOD (5c) – Appetizing digestive (colic, diarrhea, poisoning), hysteria, bad breath and dropsy.

Guest Customer (Order #49645230)

WEAPONS



Guest Customer (Order #49645230)

WEAPONS' TABLES

Reginald Forrester left nothing to chance ahead of his duel against Keith Duncan. He had lost his temper when Duncan was rude to the lovely Miss Lizzie and mocked the gunslinger for his lack of manners. He had laughed about Duncan's lack of class and how it was no surprise women preferred other men's company. Duncan turned tomato red and demanded satisfaction in a duel. In ordinary circumstances Reginald would hardly care, but this was a golden opportunity. He had just been to Garrow's Gunstore *and created the ultimate dueling pistol. A gun packing a punch strong enough to get rid of any opponent – a Remington Rolling Block pistol.*

Now it was time to test this weapon in front of an audience.

When the time has come to fight you will need a weapon of some kind, your fist if nothing else. In this section you will find information about different kinds of weapons, tables with their game stats, and everything else you may need in game play. You can either choose among the most popular models of the time or use the system later on for creating your own gun. There you get ample opportunity to micro-manage your choice of a gun to suit your preferences in detail.

WEAPONS

All weapons are sorted into different Weapon Groups, presenting similar weapons close to each other. These categories are used for easily finding information in the *Weapon tables* and the *descriptions*, but also when you learn to handle different kinds of weapon in play.

REVOLVERS

Iconic weapons in the Wild West, no gunslinger can be without one. These small and easy to handle firearms pack enough punch to kill a man. They are however not enough for any big game hunting.

DERRINGERS

A firearm easy to conceal, in a pocket, jacket sleeve, or a lady's handbag. It might not look that dangerous, but President Lincoln died from a single shot.

VOLCANICS

These firearms are loaded with Rocket Ball ammunition. The magazines are huge but the impact is weak.

MUZZLE-LOADING RIFLES

It takes a while to load these rifles, but they are cheap. The infantry equip their soldiers with muzzle-loaders.

BREECH-LOADING RIFLES

These rifles are fast to load and used by the cavalry. They are popular among hunters and settlers.

REPEATERS

Their magazine capacity increases the *Rate of Fire* a lot, but these rifles pack less of a punch than others.

MACHINEGUNS AND ARTILLERY

Primarily used by the army, rare among civilians.

CLOSE COMBAT WEAPONS

All kinds of weapons and objects you might use in a melee fight belong here, but subcategories make it easier to distinguish between your different options.

THROWING WEAPONS

Some weapons are developed for throwing, putting an emphasis on balance and heft to make them effective.

BOW AND ARROW

Classic Native weaponry. Archery is also popular among the East Coast elites as a competitive sport.

WHIPS

Whip is not a Weapon Skill, but whips are presented here since they can be used to hurt and wound.

Guest Customer (Order #49645230)

MECHANISMS IN FIREARMS

Two firearm mechanisms are described here.

THE CAPLOCK MECHANISM

This is also known as the *Percussion Lock* or *Cap and Ball*. You load your gun with gunpowder and a bullet down the barrel using a ramrod. If the weapon has a turret you force the gunpowder and the bullet to its chamber. Some caplocks can be breech-loaded with a paper or cotton cartridge. Once loaded you attach a percussion cap behind the charge. This is usually a copper cup filled with fulminates.

When you fire, the percussion lock is struck when the released hammer swings forward and sets off the main charge. The expanding gas launches the bullet.

Keeping caplocks ready for action is dangerous, the gun can be fired by mistake if struck or if it falls on the ground. Some gunslingers load five bullets to their sixshooter, resting the hammer on an empty chamber.

CARTRIDGE

Cartridge weapons made guns even simpler and easier to use by introducing the self-contained metal cartridges or shotgun shells. Everything is sealed together; the projectile, gunpowder, and percussion cap. When you fire, the hammer's firing pin hits the primer within the cartridge, which sets of the charge. There are other varieties but this is the main function. Cartridge weapons are a lot faster to reload.

Some cartridge weapons even have a repeating mechanism. In 1876, the most common of these is *the lever action*. Cartridges are loaded into a tubular magazine parallel to and below the barrel. A short bolt is held in place with an over center toggle action.

Once closed, this prevents opening solely by the force on the bolt when the weapon is fired. This toggle action is operated by a hand grip that forms part of the trigger guard. A spring in the tubular magazine pushes a fresh round into position. Returning the operating lever to the home position chambers the round and closes the breach. An interlock prevents firing unless the toggle is closed. Unfortunately, a strong impact against the gun may still cause a shot to go off.

QUALITY (Q)

The weapon's Quality Bonus will affect your To Hit and Fumble. A quality gun makes you a better marksman and lowers the risk of serious mishaps. The opposite is true for a gun that is shoddy from the start or has had a rough go. All weapons in the tables are of normal Quality (no Quality modifiers are used).

There is a special column for your weapon's Quality on the *Character Sheet*, making it easier to adjust your To Hit and Fumble with your Quality Bonus.

FUMBLE (F)

When rolling To Hit, if the die shows 1 you have Fumbled. How bad it will be depends upon your Fumble Roll, where you want a high result. Add +1/Accuracy Degree (+2/Degree if you have *Weapon Care*) and the weapon's Quality Bonus. Cartridge weapons get ±0, black powder -2 and volcanics -3.

Guest Customer (Order #49645230)

DISCIPLINES AND WEAPON GROUPS

You have -10 in To Hit with weapons where you lack Practice in Accuracy. When you reach your first Degree in a Discipline you can handle 1 Weapon Group. Until then, you can use a single weapon without penalty, such as a Colt Police. That weapon's Weapon Group (i.e. Revolvers) is the first you learn.

At Skill Level 6 you learn a weapon from the group you master once you reach your next Degree.

WEAPON GROUPS

DISCIPLINE	WEAPON GROUPS
RANGED DISCIPLINES	
ARCHERY	BOWS AND ARROWS
MACHINE GUN	MACHINE GUNS
REVOLVER	DERRINGERS
	REVOLVERS
	VOLCANICS
RIFLE	BREECH-LOADING RIFLES
	MUZZLE-LOADING RIFLES
	REPEATERS
THROWING	AXES
	BOLA
	DYNAMITE
	KNIVES
	OBJECTS
CLOSE COMBAT DISCIPLINES	
BOXING/WRESTLING	BRAWLING
	KNIVES
	OBJECTS
FENCING	BRAWLING
	KNIVES
	LONG BLADES
	OBJECTS
FIGHTING	AXES
	BRAWLING
	KNIVES
	LONG BLADES
	OBJECTS
	SHIELDS
KUNG FU	AXES
	BRAWLING
	KNIVES
	LONG BLADES
	OBJECTS
	SHIELDS
SAVATE	AXES
	BRAWLING
	KNIVES
	LONG BLADES
	OBJECTS

HOW TO CREATE YOUR OWN FIREARM

The Weapons' tables in *Western* only portray a few of the many firearms that were available in 1876. We have chosen some of the most common models and varieties, giving your characters a wide array to choose from. The fastest way to choose your gun is to pick one from the tables and then read about it in the weapon descriptions that follow.

If you want to invest a bit more time and consideration to your choice, we have a system where you create the firearm of your choice based on your preferences. You decide what is most important at every turn, speed, punch or marksmanship. It is not impossible to get hold of these dreamed up weapons in the game setting, since the Wild West is full of armed people with particular preferences when it comes to their guns. Hundreds of gun manufacturers release original designs and the bigger companies are known to release their models in a couple of different varieties each. Typically they look at calibers, the length of the barrel, and often make both Single and Double Action available. Smith & Wesson even has a special mail order service where you can send them your requirements and they manufacture the gun accordingly. There are thousands of different models available in stores all over the US and if you are willing to pay, there are a lot of talented gunsmiths willing to follow your specifications in every detail, as long as you can afford the development costs they demand for their services.

On page 146 you can find the entire system for creating your own firearms. You can use it to create a truly unique gun or simply micro-manage the more common details to get an optimized model to your liking. You will find a special form at the end of the book that comes in handy during this process.

HOLSTER

How you carry your arms are also of importance if you want to be quick on the draw. After the weapon descriptions there is a section about holsters with descriptions, stats, and illustrations. The lower the Draw Cost for your holster, the faster you are ready to pull the trigger. Unless you have your gun in your hand when the fight begins, you need to subtract the Draw Cost from the Weapon's Speed to see how quickly you can use it. Worst case scenario, you lose an Action during the first Round just to get ready.

You can get 1 step faster, for instance by choosing the Specialization *Fast Draw*. Fill out the holster information on your *Character Sheet* ahead of play.

CARTRIDGES

Your choice of cartridge not only determines how easy it is to get new ammunition but also your marksmanship, the impact, and the range. See more on page 156.

Guest Customer (Order #49645230)

THE WEAPONS' TABLES

In the *Weapons' tables* you will find different weapons and their stats. The stats will be explained here and you can write them down on p. 2 of the *Character Sheet*.

YEAR

The year each weapon became available for characters.

THmod (THmod)

The weapon does not make the man, but sometimes it helps. Some weapons are better balanced, making it easier to aim and to hit. To reflect this, we use a To Hit modifier, abbreviated THmod. When you calculate your To Hit you add your Skill Level in Accuracy with the weapon's Quality Bonus and To Hit modifier. A Double Action (DA) gun can sacrifice 2 in To Hit modifier to become 1 step faster.

WEAPON SPEED (WS)

Small and light weapons are faster to handle than heavier and bulkier pieces. The difference in their stats is primarily shown in the Weapon's Speed (abbreviated WS). The lower it is, the faster the gun. In play, you use Combat Speed (CS) to determine how fast you are and many Actions you get in a Round. You reach it by taking your Skill Level in Speed in that particular Discipline and subtracting the Weapon's Speed from this number.

BARREL

A firearm's barrel affects its Range. The main reason to keep track of this is that you use it when you create your own firearm. See this system at page 149.

CALIBER (Cal.)

The kind of ammunition you load the weapon with.

MAGAZINE (Mag.)

How many shots can you fire without having to reload? If you only have 1 shot in the magazine, you need to spend every other Round reloading.

RELOAD (Reload)

How many Actions does it take to Reload 1 shot at a time? Some weapons can change the entire magazine at once.

BREAK POINT (Break)

All weapons have a Break Point you use if the weapon itself takes any Damage (for instance if you Parry with it during Close Combat). If the Injury Roll for the weapon is higher than the Break Point, you lower the Quality 1 step. If the Injury Roll exceeds the Break Point by 5 or more, the weapon is broken. Softer weapons like a fist may never break a harder weapon like a knife.

RANGE (Range)

How far away from the target can you be and still hit? All ranged weapons use 4 Range categories – Short, Effective, Long and Extreme. For each of these, the distance is doubled compared to the previous one and better marksmanship is required (see page 44).

The Range in yards for each weapon depends on what kind of weapon it is. In the table below you will find how many yards firearms and bows reach at the different Ranges. In the *Weapons' tables,* only the Short Range will be provided (in yards).

Close Combat uses 3 Ranges; Short, Medium and Long. The preferred Range is shown in the *Close Combat Weapons table*. How far you want to be from your foe in a fight depends on the weapon. A fist works best when the distance between you is Short, a sabre at Medium, and a spear when it is Long.

RANGE

WEAPON	Short[1]	Effective	Long	Extreme
DERRINGER, Snub	5	10	20	40
REVOLVER, Short Barrel	10	20	40	80
REVOLVER, Standard Barrel	15	30	60	120
REVOLVER, Long Barrel	20	40	80	160
BUGGY RIFLE	25	50	100	200
LeMat, Shotgun (Rev./Rifle)	5/20	20/20	40/20	80/20
SHOTGUN	30	60	120	240
SHOTGUN, Sawed Off	10	20	40	80
CARBINE	100	200	400	800
RIFLE	100	200	400	800
SNIPER RIFLE	150	300	600	1200
LONG BOW	20	40	80	160
SHORT BOW	15	30	60	120

[1] The Range presented in the Weapons' tables

DAMAGE GROUP (Damage)

How badly hurt you get is decided by an Injury Roll, which has two components; the die roll and the column for weapon's Damage Group (i.e. how much punch it packs) you read from (see page 78 and onwards). If somebody pummels you with their bare hands you might get badly bruised, but you will probably not die. If you face a knife or tomahawk, the risks are suddenly increased a great deal. Most people survive being shot by a derringer, but not standing in front of a shotgun at close range. To show how dangerous a weapon is, it has been assigned a Damage Group from 1 to 20; the higher it is, the worse the Injury will be.

Ranged weapons are assigned different Damage Groups depending on which Range they were fired from. The shorter the distance, the worse the damage. Revolvers. Throwing Weapons and Arrows decrease 1 every Range, while Rifles decrease 2 per Range and Shotguns are cut in half. *The Weapons' tables* show the Damage Group at Short Range.

Guest Customer (Order #49645230)

FIREARMS

REVOLVERS

REVOLVER	Year	THmod	WS	Barrel	Cal.	Mag.	Reload	Range	Damage
COLT NAVY	1851	+1	2	Long	.36	6	6	20	12
BEAUMONT ADAMS DA	1855	0/-2	2/1	Standard	.45 Adams	5	2	15	13
LeMat	1856	+1	3	Long	.42	9	6	20	12
SHOTGUN		+3	3	LeMat	16 Gauge	1	6	5	14
SMITH & WESSON 1st MODEL	1857	0	1	Standard	.22 sRF	7	3	15	7
REMINGTON POCKET MODEL	1858	-1	1	Short	.31	6	6	10	9
COLT ARMY	1860	+1	3	Long	.44	6	6	20	13
STARR DA ARMY	1860	+1/-1	3/2	Long	.44	6	6	20	13
STARR NAVY	1860	+1	2	Long	.36	6	6	20	12
REMINGTON ARMY	1861	+1	3	Long	.44	6	6	20	13
REMINGTON NAVY	1861	+1	2	Long	.36	6	6	20	12
SMITH & WESSON 2nd MODEL	1861	0	1	Standard	.32 lRF	6	3	15	11
COLT POLICE	1862	0	1	Standard	.36	5	6	15	11
STARR ARMY	1862	+1	3	Long	.44	6	6	20	13
REMINGTON NEW MODEL POCKET	1863	-1	1	Short	.31	5	6	10	9
REMINGTON RIDER DA	1863	0/-2	1	Standard	.36	6	6	15	11
ROGER & SPENCER ARMY	1865	+1	3	Long	.45	6	6	20	13
REMINGTON NEW MODEL ARMY	1866	+1	3	Long	.44 HRF	6	3	20	14
SMITH & WESSON AMERICAN	1870	+1	3	Long	.44 HRF	6	2	20	14
SMITH & WESSON AMERICAN	1870	0	2	Standard	.44 AM	6	2	15	13
WEBLEY No 1 DA	1870	0/-2	3/2	Standard	.577 W	6	3	15	15
COLT ARMY, RICHARDS CONVERSION	1871	+1	3	Long	.44 HRF	6	3	20	14
COLT CLOVERLEAF	1871	-1	1	Short	.41 sRF	4	3	10	10
COLT HOUSE MODEL	1871	-1	1	Short	.41 sRF	5	3	10	10
BRITISH BULLDOG	1872	-1/-3	1	Short	.44 B	5	3	10	12
COLT NEW LINE POCKET	1872	-1	1	Short	.41 sRF	6	3	10	10
COLT NAVY, RICHARDS-MASON CONV.	1873	+1	3	Long	.38 SC	6	3	20	12
COLT SAA CAVALRY	1873	+1	4	Long	.45 LC (C)[1]	6	3	20	15
COLT SAA PEACEMAKER	1873	0	2	Standard	.45 LC (M)[1]	6	3	15	13
COLT SAA SHERIFF'S MODEL	1873	-1	1	Short	.45 LC (M)[1]	6	4	10	12
MERWIN & HULBERT FRONTIER	1873	+1	4	Long	.44-40 Win	6	2	20	15
REMINGTON ARMY #3	1875	+1	3	Long	.44 C	6	3	20	14
REMINGTON ARMY #3	1875	+1	4	Long	.44-40 Win	6	3	20	15
REMINGTON ARMY #3	1875	0	2	Standard	.45 LC (M)[1]	6	3	15	13
SMITH & WESSON SCHOFIELD	1875	+1	3	Long	.45 S&W	6	2	20	14
COLT SAA BUGGY RIFLE	1876	+2	5	Buggy Rifle	.45 LC (C)[1]	6	3	25/50[2]	15/14[2]
COLT LIGHTNING	1877	-1/-3	2/1	Standard	.38 LC	6	4	15	12
COLT SAA FRONTIER	1877	0	3	Standard	.44-40 Win	6	3	15	14
COLT THUNDERER	1877	0/-2	2/1	Standard	.41 LC	6	4	15	12
COLT DA FRONTIER	1878	+1/-1	3/2	Long	.45 LC (M)[1]	6	3	20	14
WEBLEY ARMY EXPRESS DA	1878	0/-2	2/1	Standard	.45 LC (M)[1]	6	2	15	13
SMITH & WESSON, NEW MODEL RUSSIAN	1879	+2	3	Long	.44 R	6	2	20	14
SMITH & WESSON .38 DA	1880	-1/-3	1	Short	.38 S&W	5	2	10	11
MERWIN & HULBERT POCKET ARMY	1881	0/-2	1	Short	.44 R	6	2	10	12

[1] .45 Long Colt comes in one Civilian and one Military edition. The Civilian adds +1 to the Damage Group and Weapon Speed (more punch, but slower).
[2] The longer Range applies when the revolver is attached (takes 2 Actions) to the special butt stock you can order from the factory.

Guest Customer (Order #49645230)

★ THE WEAPONS' TABLES ★

DERRINGERS

DERRINGER	Year	THmod	WS	Barrel	Cal.	Mag.	Reload	Range	Damage
KNUCKLEDUSTER DERRINGER	1856	-2	1	Snub	.22 sRF	7	3	5	6
SHARPS DERRINGER	1859	-2	1	Snub	.32 sRF	4	2	5	9
REMINGTON-ELLIOT PEPPERBOX	1863	-2	1	Snub	.32 sRF	4	2	5	9
REMINGTON DERRINGER	1866	-2	1	Snub	.41 sRF	2	2	5	10
APACHE REVOLVER	1870	-3	1	Snub	.27 RF	6	3	5	8
COLT DERRINGER no. 1	1870	-2	1	Snub	.41 sRF	1	2	5	10
COLT 3rd MODEL DERRINGER	1875	-2	1	Snub	.41 sRF	1	2	5	10

VOLCANICS

VOLCANIC	Year	THmod	WS	Barrel	Cal.	Mag.	Reload	Range	Damage
VOLCANIC NAVY	1855	-1	2	Standard	.41 V	8	3	15	10
VOLCANIC NAVY	1855	0	3	Long	.41 V	10	3	20	11
VOLCANIC PISTOL	1855	-1	2	Standard	.31 V	10	3	15	9
VOLCANIC POCKET	1855	-2	1	Short	.31 V	6	3	10	8

MUZZLE-LOADING RIFLES

MUZZLE-LOADING RIFLE	Year	THmod	WS	Barrel	Cal.	Mag.	Reload	Range	Damage
SHOTGUN	1800-	+5	4	Rifle	20 Gauge	1/2	12	30	16
SHOTGUN	1800-	+5	5	Rifle	16 Gauge	1/2	12	30	17
SHOTGUN	1800-	+5	5	Rifle	12 Gauge	1/2	12	30	19
SHOTGUN	1800-	+5	6	Rifle	10 Gauge	1/2	12	30	20
SAWED OFF SHOTGUN	1800-	+6	2	Sawed Off	20 Gauge	1/2	12	10	13
SAWED OFF SHOTGUN	1800-	+6	3	Sawed Off	16 Gauge	1/2	12	10	14
SAWED OFF SHOTGUN	1800-	+6	3	Sawed Off	12 Gauge	1/2	12	10	16
SAWED OFF SHOTGUN	1800-	+6	4	Sawed Off	10 Gauge	1/2	12	10	18
ENFIELD	1853	+1	6	Rifle	.58	1	9	100	17
SPRINGFIELD	1857	+1	6	Rifle	.58	1	9	100	17

BREECH-LOADING RIFLES

BREECH-LOADING RIFLE	Year	THmod	WS	Barrel	Cal.	Mag.	Reload	Range	Damage
SHARPS RIFLE	1854	+2	5	Rifle	.52	1	2	100	16
SHARPS CARBINE	1859	+1	4	Carbine	.52	1	2	100	15
BENCH RIFLE	1860	+3	6	Sniper Rifle	.45	1	3	150	16
SHOTGUN	1867	+5	4	Rifle	20 Gauge	2	2	30	16
SHOTGUN	1867	+5	5	Rifle	16 Gauge	2	2	30	17
SHOTGUN	1867	+5	5	Rifle	12 Gauge	2	2	30	19
SHOTGUN	1867	+5	6	Rifle	10 Gauge	2	2	30	20
SAWED OFF SHOTGUN	1867	+6	2	Sawed Off	20 Gauge	2	2	10	13
SAWED OFF SHOTGUN	1867	+6	3	Sawed Off	16 Gauge	2	2	10	14
SAWED OFF SHOTGUN	1867	+6	3	Sawed Off	12 Gauge	2	2	10	16
SAWED OFF SHOTGUN	1867	+6	4	Sawed Off	10 Gauge	2	2	10	18
REMINGTON ROLLING BLOCK	1867	+3	6	Sniper Rifle	.50-70 Gov	1	2	150	19
REMINGTON ROLLING BLOCK	1867	+2	5	Rifle	.45-70 Gov	1	2	100	17
MAUSER	1871	+3	5	Rifle	11 mm	1	2	100	17
SPRINGFIELD TRAPDOOR	1873	+2	5	Rifle	.45-70 Gov	1	2	100	17
SPRINGFIELD TRAPDOOR, CARBINE	1873	+1	4	Carbine	.45-70 Gov	1	2	100	16
SHARPS BUFFALO RIFLE	1874	+2	5	Rifle	.40-70 S	1	2	100	17
SHARPS BIG 50	1874	+4	7	Sniper Rifle	.50-90 S	1	2	150	20

Guest Customer (Order #49645230)

★ WEAPONS ★

REPEATERS

REPEATER	YEAR	THMOD	WS	BARREL	CAL.	MAG.	RELOAD	RANGE	DAMAGE
COLT, REVOLVING RIFLE	1855	+2	5	RIFLE	.56	5	6	50	14
VOLCANIC, CARBINE #1	1855	0	4	CARBINE	.41 V	20	3	50	11
VOLCANIC, CARBINE #2	1855	0	4	CARBINE	.41 V	25	3	50	11
VOLCANIC, CARBINE #3	1855	0	4	CARBINE	.41 V	30	3	50	11
LEMAT, REVOLVING RIFLE	1856	+1	4	CARBINE	.42	9	6	50	12
SHOTGUN		+5	3	LEMAT	16 GAUGE	1	6	20	16
SPENCER, RIFLE	1860	+2	5	RIFLE	.56-56 RF	7	3/12[1]	50	17
SPENCER, CARBINE	1860	+1	4	CARBINE	.56-56 RF	7	3/12[1]	50	16
HENRY, RIFLE	1860	+2	5	RIFLE	.44 HRF	16	2	50	15
WINCHESTER -66, "YELLOW BOY"	1866	+2	5	RIFLE	.44 HRF	17	2	50	15
WINCHESTER -73, RIFLE	1873	+2	5	RIFLE	.44-40 WIN	15	2	50	16
WINCHESTER -73, CARBINE	1873	+1	4	CARBINE	.44-40 WIN	12	2	50	15
EVANS, CARBINE	1874	+1	4	CARBINE	.44 ES	34	3	50	13
WINCHESTER CENTENNIAL	1876	+2	5	RIFLE	.45-75 WIN	12	2	100	17
BURGESS, RIFLE	1877	+2	5	RIFLE	.44-40 WIN	15	2	50	16
MARLIN, RIFLE	1881	+2	5	RIFLE	.45-70 GOV	9	2	100	17

[1] Spencer has a magazine tube in the stock which allows you to change the entire magazine (all 7 shots) in only 12 ACTIONS.

MILITARY WEAPONS

THmod = To Hit modifier, RoF = Rate of Fire, Cal. = Caliber, Mag. = Magazine, Damage = Damage Group

MACHINE GUNS

MACHINE GUNS	YEAR	THMOD	ROF	BARREL	CAL.	MAG.	RELOAD	RANGE	DAMAGE
AGAR MACHINE GUN	1860	0	5	RIFLE	.58	-	-	100	17
GATLING GUN	1862	0	10	RIFLE	.58	-	-	100	17
GATLING GUN	1865	+1	15	RIFLE	.50-70	-	-	150	18
HOTCHKISS REVOLVING CANNON	1872	0	2	ARTILLERY	37 MM	10	5	500	20+1
GATLING GUN	1874	+2	20	RIFLE	.45-70	400	10	150	17
LOWELL MACHINE GUN	1875	+2	15	RIFLE	.50-70	30	5	150	18

ARTILLERY

ARTILLERY	YEAR	THMOD	ROF	CAL.	RANGE	DAMAGE	SIZE	S/R	CREW	LENGTH	WEIGHT	AMMO	CHARGE
DAHLGREN CANNONS													
8 INCH	1864	0	1	8	300	20+6	1	S	10	3	3T	RS30/G24	3,2
11 INCH	1856	0	1	11	450	20+9	1	S	12	4,1	7,6T	RS75/G60	9,1
15 INCH	1862	0	1	15	600	20+13	2	S	14	4,5	20T	RS200/G160	15,9
MORTARS													
13 INCH	1861	-1	1	13	500	20+11	1	S	7	1,3	7,8T	G100	9
NAPOLEON CANNONS	1857	0	2	4.62	200	20+2	1	S	6	1,9	1,2T	RS6	1,1
PARROTT													
3 INCH	1861	+2	2	3	250	20+3	1	R	6	1,9	783	G4,5	0,5
8 INCH	1861	+2	1	8	950	20+8	1	R	8	4	7,5T	G91	7,3
10 INCH	1861	+2	1	10	1000	20+10	1	R	10	4,4	12,2T	G140	12
RODMAN CANNONS													
ORDNANCE	1861	+2	2	3	250	20+3	1	R	6	1,8	780	RS4	0,5
10 INCH	1861	0	1	10	600	20+8	1	S	8	3,5	7T	RS58/G46	8,1
15 INCH	1861	0	1	15	650	20+13	2	S	12	4,6	22,7T	RS200/G150	18,2
20 INCH	1864	0	1	20	1000	20+18	3	S	15	5	53T	RS490/G350	45

THmod = To Hit modifier. RoF = Rate of Fire. Cal. = Caliber. Damage = Damage Group. S/R = Smoothbored/Rifled. RS = Round Shot. G = Grenade.

Guest Customer (Order #49645230)

MELEE WEAPONS

MELEE WEAPONS

WEAPON	THmod	WS	Break	Range	Damage
AXES					
AXE	+2	4	17	S	13
DOUBLE FELLING AXE	+3	5	18	M	14
HATCHET	+3	2	17	S	11
MEAT CLEAVER	+2	3	18	S	12
TOMAHAWK	+3	2	17	S	11
BRAWLING					
KNUCKLE-DUSTER	0	1	21	S	8
UNARMED	0	1	-	S	6
LONG BLADES					
BAYONET, ON RIFLE	+3	4	18	L	11
CUTLASS	+4	4	21	M	13
DAO (Chinese Sabre)	+4	3	21	M	13
GIM (Chinese Sword)	+4	3	22	M	13
KATANA	+5	2	23	M	15
MACHETE	+3	4	20	M	13
RAPIER	+5	2	20	M	12
SABRE, HEAVY	+4	4	22	M	14
SABRE, LIGHT	+5	3	21	M	12
KNIVES					
ARKANSAS TOOTHPICK	+2	1	18	S	10
BOWIE KNIFE	+2	2	20	S	11
GREEN RIVER	+2	2	19	S	10
KNIFE	+1	1	18	S	9
SCALP KNIFE	+1	2	19	S	10
THROWING KNIFE	+1	1	18	S	9
OBJECTS – ONE HANDED (1)/TWO HANDED (2)					
(2) 3-PIECE STAFF	+4	3	16	M	12
(1) BATON	+3	3	16	S	9
(1) BOTTLE, Whole/Broken	+1	2	8	S	7/8
(1) CANE	+3	2	13	M	7
(2) CHAIR	+2	5	13	M	7
(1) HORSESHOE	+1	2	21	S	8
(2) PICKAXE	+2	5	18	M	12
(2) PITCHFORK	+3	6	17	L	11
(1) REVOLVER	+2	2	18	S	8
(2) RIFLE	+3	4	18	M	10
(2) SLEDGEHAMMER	+3	6	18	M	14
(2) SPADE	+2	5	18	M	11
(2) SPEAR	+3	4	16	L	12
(2) STAFF	+3	3	15	L	8
(1) WAR CLUB	+3	3	17	M	11
SHIELDS					
SHIELD, BIG	+5	6	20	S	3
SHIELD, SMALL	+4	5	18	S	2

THROWING WEAPONS

THROWING WEAPONS

WEAPON	THmod	WS	Break	Range	Damage
AXES					
AXE	0	4	17	4	13
DOUBLE FELLING AXE	0	5	18	3	14
HATCHET	+3	2	17	5	11
MEAT CLEAVER	0	3	18	4	12
TOMAHAWK	+3	2	17	5	11
BOLA	+3	10	-	7	12
DYNAMITE	0	2	-	6	20+1
KNIVES					
ARKANSAS TOOTHPICK	+2	1	18	7	10
BOWIE KNIFE	-2	2	20	5	11
GREEN RIVER	-2	2	19	5	10
KNIFE	-1	1	18	5	9
SCALP KNIFE	-2	2	19	5	10
THROWING KNIFE	+3	1	18	8	9
OBJECTS					
BATON	-1	3	16	3	8
BOTTLE, Whole/Broken	-3	2	8	3	5/7
CANE	-1	2	13	3	6
CHAIR	-3	5	13	2	6
HORSESHOE	-3	2	21	3	7
PITCHFORK	-1	6	17	3	10
REVOLVER	-3	2	18	3	7
SPEAR	+3	4	16	8	12
STAFF	+1	3	15	5	7
STONE	-1	2	18	5	6
WAR CLUB	-2	3	17	5	10

BOWS & ARROWS

BOWS

BOW	THmod	WS	Break	Reload	Range	Damage
BOW	+1	5	10	2	20	12
SHORT BOW	+1	4	10	2	15	11

WHIPS

WHIPS

WHIP	THmod	WS	Break	Range	Damage
BULL WHIP	0	8	12	L	4
CAT O' NINE TAILS	+2	4	12	M	4
CROP	+3	2	8	S	2
MEXICAN WHIP	0	9	12	L	8

Guest Customer (Order #49645230)

WEAPONS' DESCRIPTIONS

Most of the weapons you will find here are handheld firearms. Weapons featured in the *Weapons' tables* will be presented in the same groups as they were featured in the tables. By keeping the chronical order for the firearms, beginning with the oldest, you can easily see if a weapon is available or not when you play.

Each weapon's name is followed by a percentage in the header. This shows your chance to find it in a gun store. The Game Master may adjust this number any way she wants to, due to where you try to find the weapon. A well-stocked gun store will have more guns available than the small trader out west. All weapons are presented with the *Caliber* from the tables and most with the same *Barrel length* they had. The latter and the weight might however vary.

Melee and *Throwing weapons* are listed in alphabetical order. Weapons requiring an explanation as to how they are used in a fight are described in their respective category, while spades and spears have not been included since they lack details such as gun model.

REVOLVERS

COLT NAVY (1851) 98%

Few weapons are as easily available as this classic gun. It was standard in both armies during the Civil War. Many soldiers have kept their gun since then. Gunslingers appreciate the Colt Navy for its speed and reliability. Wild Bill Hickock has two in his belt.

Colt Navy is a .36 caliber American percussion revolver. It is a classic single action six-shooter, 13 inches long, weighing 2 pounds and 10 ounces. 215.348 copies were manufactured until 1873, when a cartridge converted model took its place.

BEAUMONT ADAMS DOUBLE ACTION (1855) 5%

An English 5-shooter where you can chose between single and double action – i.e. speed or accuracy. Single action is slower but easier to hit, double action allows you to fire faster. The .44 caliber gun is 12 inches long, weighing 2 pounds and 7 ounces. It was manufactured until 1861. In 1868 the company released cartridges in .45 Adams caliber made specifically for a cartridge converted version of the Beaumont Adams Double Action.

LeMat (1856) 3%

This is an American percussion 9-shooter also known as *The Grape Shot Revolver*. This single action uses .42 caliber for the 9 shots and .60 for the shotgun shell in the barrel below. The gun is almost 14 inches long, weighing 3 pounds 8 ounces. The cylinder holds 9 shots. A toggle at the hammer (takes 1 Action to use) let you switch between regular shots and shotgun.

LeMat was an appreciated gun in the CSA army, especially among the Texans. The South ordered 8.000 LeMats but only got 3.000 delivered before the end of the war. Manufacturing ceased 1865. LeMat is still so associated to the South you cannot wield it without people taking things for granted about you, who you are, where you are from and your political preferences.

SMITH & WESSON FIRST MODEL REVOLVER (1857) 81%

American single action 7-shooter loaded with .22 sRF cartridges. It is 10 inches long, weighing 1 pound, 9 ounces. The revolutionizing feature of this gun is the tip-up of the barrel for breech-loading the cylinder. Smith & Wesson patented this mechanism, stopping anybody else from making similar guns until 1869. This revolver was such a success Smith & Wesson had a hard time delivering them all. In 1864 the back log was two years. This model was manufactured until 1868, in two different models and 128.000 copies in total.

REMINGTON POCKET MODEL (1858) 60%

This is an American single action 6-shooter in .31 caliber. It is 7.5 inches long, weighing 1 pound, 9 ounces. This is an early Remington model with the same robust features their firearms are known for.

The Remington Pocket is a discreet gun made for shoulder holsters or hand bags. It fits into the pocket of a jacket which is how the model got its name.

COLT ARMY (1860) 95%

This American single action 6-shooter in .44 caliber is 14 inches long, weighing 2 pounds, 10 ounces. It was popular on both sides of the Civil War. The gun packs more of a punch (higher Damage) than its predecessor Colt Navy. It is a reliable weapon and malfunctions are rare. It was manufactured in 200.500 copies until 1873.

STARR DOUBLE ACTION ARMY (1860) 23%

This American double action 6-shooter available in .44 caliber uses Single Action for more accuracy or Double Action to be faster. The gun is almost 12 inches, weighing 2 pounds, 10 ounces. Starr made 23.000 copies, all sold to the army. Many gunslingers appreciate the double action option, which Starr were the only ones to produce in America for a long while.

STARR NAVY (1860) 3%

This American single action 6-shooter in .36 caliber is 13 inches long, weighing 2 pounds, 10 ounces. Starr made 3.000 copies of it, but when Colt won the army contracts of this gun they postponed their production.

Guest Customer (Order #49645230)

COLT NAVY
(1851)

BEAUMONT ADAMS DOUBLE ACTION
(1855)

LeMat
(1856)

SMITH & WESSON FIRST MODEL REVOLVER
(1857)

REMINGTON POCKET MODEL
(1858)

COLT ARMY
(1860)

STARR DOUBLE ACTION ARMY
(1860)

STARR NAVY
(1860)

Guest Customer (Order #49645230)

REMINGTON ARMY (1861) 85%

Remington Army is an American Single Action 6-shooter in .44 caliber. It is close to 14 inches long, weighing 2 pounds, 14 ounces. 150.000 copies were manufactured, of which 65.000 were delivered to the Union Army during the Civil War. Remington Army has remained popular, particularly among yankees after the war since the gun is easy to convert to cartridges.

REMINGTON NAVY (1861) 52%

This is an American Single Action 6-shooter in .36 caliber. The percussion revolver is 13.5 inches long, weighing 2 pounds, 7 ounces. Remington & Sons delivered 54.000 copies of these guns to the Union during the Civil War. Over time Remington Navy has become less common, since cartridge models have gained ground.

SMITH & WESSON SECOND MODEL (1861) 63%

American Single Action 6-shooter using cartridges of .32 long RF caliber. The gun is 10 inches long, weighing 1 pound and 9 ounces. Second Model was an instant success since it was the largest caliber cartridge gun during the Civil War. 77.155 copies were made between 1861 and 1872. It has kept its popularity, since it is fast, light, and easy to handle.

COLT POLICE (1862) 47%

Colt Police is an American Single Action 5-shooter in .36 caliber. This percussion model is 10 inches long, weighing 1 pound and 9 ounces. It is a smaller version of the Colt Army 1860 model. This revolver was developed for police and other lawmen but is even more popular among gamblers since it is small, discreet and easy to conceal compared to Army models. 47.000 copies were made between 1862 and 1873.

STARR ARMY (1862) 31%

Starr Army is an American Single Action 6-shooter in .44 caliber. This percussion gun is 12.5 inches long, weighing 2 pounds and 10 ounces. Most of the 31.000 guns made were sold to the Union during the Civil War.

REMINGTON NEW MODEL POCKET (1863) 60%

This American Single Action 5-shooter in .31 caliber is just 7.5 inches long, weighing 1 pound and 9 ounces. Remington New Model Pocket is an enhanced version of the Remington Pocket Model from 1858.

REMINGTON RIDER DOUBLE ACTION (1863) 40%

Remington Rider is an American Double Action 6-shooter in .36 caliber. This percussion gun is almost 12 inches long, weighing 2 pounds, 7 ounces. This gun was developed for use on horseback, primarily within the cavalry. Remington Rider is lighter and easier to handle than the Remington Army. This model is sometimes called the Remington New Model Belt Pistol.

ROGERS & SPENCER ARMY (1865) 5%

This American Single Action 6-shooter in .45 caliber is 13.5 inches long, weighing 3 pounds, 1 ounce. The Union ordered this gun during the Civil War, but the war ended before the company could deliver. Rogers & Spencer was one of the last percussion revolvers and the gunsmiths used all their experience to make it the best percussion revolver so far. But the army no longer needed the gun, so they were sold out at surplus prices. Time had made percussions out of date. Only 5.000 copies of this great revolver were manufactured.

REMINGTON NEW MODEL ARMY (1866) 50%

American Single Action 6-shooter using cartridges of .44 HRF caliber. This Army revolver is 14 inches long, weighing 2 pounds and 14 ounces. Remington is the first gun company to produce factory made cartridge revolvers converted from their own earlier cap and ball models. This production was made possible by a deal between Remington and Smith & Wesson.

SMITH & WESSON AMERICAN (1870) 9%

This American Single Action 6-shooter uses .44 American caliber cartridges (they have one model loaded with .44 Henry RF too). When you use the long barrel, Smith & Wesson American is 13.5 inches long and weighs 2 pounds, 10 ounces. This model is Smith & Wesson's fist large caliber gun, sometimes called Smith & Wesson 3rd Model. 1.000 copies were sold to the US Army, but production stopped in 1874. Smith & Wesson has been fully occupied manufacturing their Russian Model for the Russian army, delivering 215.714 copies so far.

WEBLEY No 1 DOUBLE ACTION (1870) 5%

English Double Action 6-shooter in .577 caliber. The revolver is 9.5 inches long, weighing 2 pounds, 10 ounces. The British gunsmith William Tranner designed this model, manufactured on license by Webley among other companies. British officers are particularly fond of this revolver and thanks to the large caliber it is even sought after by some American gunfighters.

COLT ARMY, RICHARDS CONVERSION (1871) 65%

This American Single Action 6-shooter uses .44 HRF caliber cartridges. It is 14 inches long, weighing 2 pounds, 10 ounces. Many companies introduced factory made cartridge conversions of Colt's revolvers. The technique allowing a skilled gunsmith to make cartridge conversions has been available since 1868. Smith & Wesson owns the patent for cartridge revolvers, demanding royalties of companies who wants to use their technique. Colt did not introduce any cartridge models until 1873. Smaller companies such as Richards were willing to pay royalties to both Colt and Smith & Wesson to make them earlier than that.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

REMINGTON ARMY
(1861)

REMINGTON NAVY
(1861)

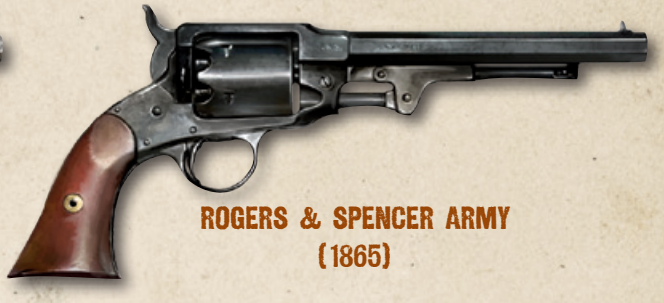
SMITH & WESSON SECOND MODEL
(1861)

COLT POLICE
(1862)

STARR ARMY
(1862)

REMINGTON NEW MODEL POCKET
(1863)

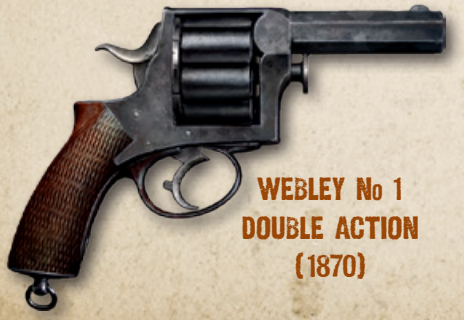
REMINGTON RIDER
(1863)



ROGERS & SPENCER ARMY
(1865)

REMINGTON NEW MODEL ARMY
(1866)

SMITH & WESSON AMERICAN
(1870)



WEBLEY No 1
DOUBLE ACTION
(1870)

COLT ARMY, RICHARDS CONVERSION
(1871)

Guest Customer (Order #49645230)

COLT CLOVERLEAF (1871) 10%

American Single Action 4-shooter in .41 sRF caliber, 7 inches long, weighing 14 ounces. The first of Colt's cartridge revolvers. This handgun has a cylinder looking like a cloverleaf, giving it its name. 10.000 copies are made between 1871 and 1876. The model is too bulky for those wanting a discreet gun, but lacks a large magazine for those who want to make an impact.

COLT HOUSE MODEL (1871) 2%

Colt House Model is an American Single Action 5-shooter in .41 sRF caliber. It is 7 inches long, weighing only 14 ounces. Production has yielded 2.500 copies, but the model is rumored to be ended as Colt is making an overhaul weeding out less successful models in 1876.

BRITISH BULLDOG (1872) 50%

This sturdy British Double Action 5-shooter uses .44 Bulldog caliber cartridges. It is 6 inches long, but the barrel stops at 2.5 inches. The weight is 14 ounces. The Bulldog is one of the most popular pocket models, since so many manufacturers are willing to pay the license fee to make their own version of it. Most of them are good, apart from the Belgian Bulldogs. Those pocket guns rarely reach a better QUALITY than +1.

COLT NEW LINE POCKET (1872) 50%

American Single Action 6-shooter uses .41 sRF caliber cartridges. It is 6 inches long, weighing 10.5 ounces. This is the bestselling model from Colt's smaller range.

COLT NAVY, RICHARDS-MASON CONVERSION (1873) 65%

This American Single Action 6-shooter uses .38 Short Colt caliber cartridges. The gun is 13 inches, weighing 2 pounds, 10 ounces. Colt Navy is popular often converted to cartridges, since it is already popular among gunslingers. Colt did not release their own factory made cartridge conversions until 1873, even though gunsmiths have been able to offer this service from 1868 and onwards.

COLT SINGLE ACTION ARMY (1873) 99%

This American Single Action 6-shooter uses cartridges, available in the following standard models; *Cavalry, Peacemaker, Sheriff's Model* and from 1877 *Frontier*.

- **COLT SAA CAVALRY** uses .45 LC caliber, is 12.5 inches long, weighing 2 pounds, 10 ounces. A reliable forceful gun. Standard equipment for the US Cavalry.
- **COLT SAA PEACEMAKER** uses .45 LC caliber. It is shorter and lighter, 10.5 inches long, weighing, 2 pounds, 7 ounces. Popular among gunslinger looking for a fast model still packing a lot of punch.
- **COLT SAA SHERIFF'S MODEL** uses .45 LC caliber, is 8 inches long, weighing 1 pound, 16 ounces. Identical to the Peacemaker, with a shorter barrel and no ejector. It makes the gun faster to draw, but slower to reload.

Colt wins the American market thanks to the Single Action Army-revolvers. This is partly due to Smith & Wesson being busy delivering guns to the Russian Army.

MERWIN & HULBERT FRONTIER (1873) 50%

American Single Action 6-shooter, using cartridges in .44-40 Win caliber – the same as the popular repeaters by Winchester. The gun is 12.5 inches long, weighing 2 pounds, 7 ounces. Merwin & Hulbert is the fourth largest gun manufacturer in the 1870s, known for skilled handicraft and precision. One detail appreciated by their users is how you can empty the cylinder from the spent cartridges with a single move, while the unused remain in place until you forcibly remove them.

REMINGTON ARMY #3 (1875) 15%

American Single Action 6-shooter in three different models, loaded with different cartridges; .45 Long Colt, .44-40 Win or .44 Colt. The guns are 12 inches long, weighing 2 pounds, 10 ounces. Remington's guns are rumored to be better than Colt's models, even though the ejector is weak. The Egyptian Army is interested in this gun, which have made some gun stores fear Remington will not be able to deliver to the American market. Burned by Smith & Wesson, they order fewer Remington Army revolvers than they can sell, even though the Egyptian Army is smaller than the Russian. It deserves to sell better than it does.

SMITH & WESSON SCHOFIELD (1875) 9%

This American Single Action 6-shooter in .45 S & W caliber is 12.5 inches long, weighing 2 pounds, 7 ounces. Army Major George Schofield designed and patented some changes on Smith & Wesson American. Almost all of the 8.696 revolvers made were bought by the US Army. Many soldiers, unfortunately, tried to load the gun with the too long .45 Long Colt cartridges instead of the .45 S & W while in battle. General George Armstrong Custer just changed his gun to a Schofield, which has made the demand for this gun surge considerably.

COLT SINGLE ACTON ARMY BUGGY RIFLE (1876) 0,1%

American Single Action 6-shooter using .45 Long Colt caliber cartridges. The Buggy Rifle is 20.5 inches long, of which the barrel is almost 16 inches. It weighs 3 pounds, 8 ounces. 30 copies were made for the Centennial Exhibition in Philadelphia 1876. You can order it from Colt's factory and can get a special butt stock to it. When it is attached, this revolver actually functions as a revolving *rifle*, expanding the SHORT RANGE to 50 yards (instead of 25).

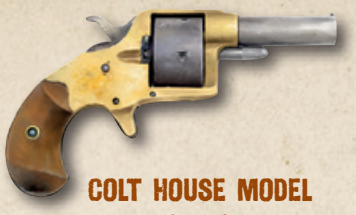
COLT LIGHTNING AND COLT THUNDERER (1877) 88%

These American Double Action 6-shooters use .38 LC cartridges. Colt Lightning is 9 inches long, weighing

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

COLT CLOVERLEAF
(1871)



COLT HOUSE MODEL
(1871)

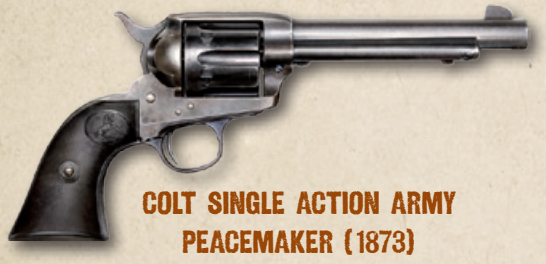
BRITISH BULLDOG
(1872)

COLT NEW LINE POCKET
(1872)

COLT NAVY, RICHARDS-MASON CONVERSION
(1873)

MERWIN & HULBERT FRONTIER
(1873)

COLT SINGLE ACTION ARMY
CAVALRY (1873)



COLT SINGLE ACTION ARMY
PEACEMAKER (1873)

COLT SINGLE ACTION ARMY
SHERIFF'S MODEL (1873)

REMINGTON ARMY #3
(1875)

SMITH & WESSON SCHOFIELD
(1875)

COLT SINGLE ACTION ARMY BUGGY RIFLE
(1876)

COLT LIGHTNING
(1877)

Guest Customer (Order #49645230)

1 pound, 5 ounces and has no ejector. It is Colt's first Double Action revolver. The design had not taken the wear and tear of different parts under consideration. If one part breaks, the gun is hard to repair. When you change caliber to .41 LC, the same basic model is called Colt Thunderer instead of Colt Lightning.

COLT SINGLE ACTION ARMY FRONTIER (1877) 99%

This is a Single Action Army of the same basic model as Cavalry, Peacemaker and Sheriff's Model, and a 6-shooter, just like them. The main difference is that Frontier uses .44-40 Win caliber (i.e. rifle cartridges). Frontier quickly becomes popular among people out west used to having both a rifle and a revolver ready for action. It is a lot easier to handle a single source of cartridges for both, without having to worry about grabbing the wrong ammo at a vital moment.

COLT DOUBLE ACTION FRONTIER (1878) 50%

Colt Frontier is an American Double Action 6-shooter using .45 Long Colt caliber cartridges. It is 11 inches, weighing 2 pounds, 3 ounces. Colt's second attempt at Double Action was a lot more reliable and better than the earlier Lightning and Thunderer. It still suffers from a weak mechanical solution to the Double Action but is easier to repair than its predecessor from 1877.

WEBLEY ARMY EXPRESS DOUBLE ACTION (1878) 10%

This English Double Action 6-shooter uses .45 Long Colt caliber cartridges. It is 10 inches long, weighing 2 pounds, 7 ounces. Webley Army Express Double Action is similar to the Colt Double Action Frontier.

SMITH & WESSON NEW MODEL RUSSIAN (1879) 39%

This American Single Action 6-shooter uses .44 Russian caliber cartridges. It is 12 inches long, weighing 2 pounds, 7 ounces. Once the Russian contract was fulfilled, Smith & Wesson spent four years enhancing their design. In 1879 they present this revolver, which is better balanced, has a better ejector, and several other minor enhancements. The result is a precision gun good enough to use during marksmanship contests.

SMITH & WESSON .38 DOUBLE ACTION (1880) 72%

This American Double Action 5-shooter uses .38 S&W caliber cartridges. It is 7.5 inches long, weighing 1 pound, 6 ounces. Smith & Wesson's first Double Action quickly gains popularity among people looking for something easy to conceal. It is small enough to fit in a shoulder holster or even in your pocket.

MERWIN & HULBERT POCKET ARMY (1881) 9%

This American Double Action 6-shooter uses .44 Russian caliber cartridges. The revolver is 8 inches long, weighing 2 pounds, 3 ounces. It is one of the first large-caliber guns small enough to fit into a pocket.

DERRINGERS

KNUCKLEDUSTER DERRINGER (1856) 14%

American Single Action 7-shot pistol using .22 sRF caliber cartridges. It is 4 inches long, weighing 1 pound, 2 ounces. This pistol is also known as *'My Friend'*. It has a butt you can use as a knuckle-duster.

SHARPS DERRINGER (1859) 15%

American Single Action 4-shot pistol using .32 sRF caliber cartridges. It is 5 inches long, weighing 14 ounces. In order to load this pistol you slide the barrels forward, which is a design other manufacturers copy. Production ceased in 1874, when it was replaced.

REMINGTON-ELLIOT PEPPERBOX (1863) 30%

American Single Action 4-shot pistol using .32 sRF caliber cartridges. It is 5 inches long, weighing 14 ounces. The Pepperbox is a predecessor to the Remington Derringer. The ring below the barrel is pushed forward when you reload and back when you fire the pistol.

REMINGTON DERRINGER (1866) 85%

American Single Action 2-shot pistol using .41 sRF cartridges. It is 5 inches long, weighing 11 ounces. This classic derringer is a favorite among concealed weapons. It is easy to use and reliable. The double barrels give you another shot if the first misses the target.

APACHE REVOLVER (1870) 1%

French 6-shooter using .27 RF caliber cartridges and Double Action only. It is minimalized for speed, at the expense of accuracy. This small-caliber revolver is combined with a folded knife-blade and a butt formed as a knuckle-duster. When you use it as a knuckle-duster, you can fold the cylinder into your hand for additional punch when you strike, and if you fold out the knife it has game stats like an ordinary knife in the game), The Apache Revolver is named after the streetfighters *Lesser Apaches* from the slums of Paris, France. They are inspired by the Native American tribe without knowing much about the Apache people.

COLT DERRINGER No 1 (1870) 15%

American Single Action 1-shot pistol using .41 sRF caliber cartridges. It is 5 inches long, weighing only 7 ounces. Colt is trying to compete with the Remington Derringer without reaching a fraction of their popularity due to the single shot magazine.

COLT 3RD MODEL DERRINGER (1875) 30%

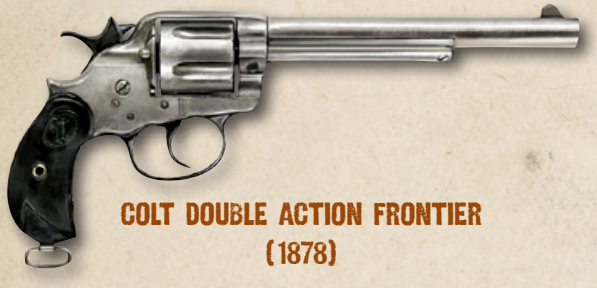
American Single Action 1-shot pistol using .41 sRF caliber cartridges. It is 5 inches long, weighing 7 ounces. This is a substantial upgrade from Colt Derringer No 1.

Guest Customer (Order #49645230)

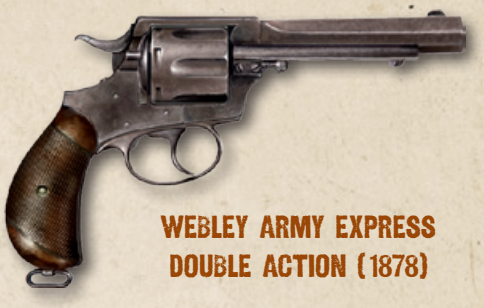
★ WEAPONS' DESCRIPTIONS ★

COLT THUNDERER
(1877)

COLT SINGLE ACTION ARMY
FRONTIER (1877)



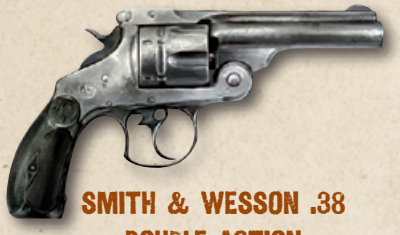
COLT DOUBLE ACTION FRONTIER
(1878)



WEBLEY ARMY EXPRESS
DOUBLE ACTION (1878)

SMITH & WESSON
NEW MODEL RUSSIAN
(1879)

MERWIN & HULBERT
POCKET ARMY
(1881)



SMITH & WESSON .38
DOUBLE ACTION
(1880)

APACHE REVOLVER
(1870)

KNUCKLEDUSTER DERRINGER
(1856)

SHARPS DERRINGER
(1859)

REMINGTON-ELLIOT PEPPERBOX
(1863)

REMINGTON DERRINGER
(1866)

COLT DERRINGER No 1
(1870)

COLT 3RD MODEL DERRINGER
(1875)

Guest Customer (Order #49645230)

VOLCANICS

VOLCANIC NAVY (1855) 5%

This American 8-shooter uses Rocket Ball ammunition of .41 caliber. This lever action pistol is 12 inches long, weighing 2 pounds, 10 ounces. You ready this repeating pistol for action with a lever action of the trigger guard. The magazine is a tube below the barrel.

VOLCANIC NAVY (1855) 5%

This American 10-shooter uses Rocket Ball ammunition of .41 caliber. This lever action pistol is 14 inches long, weighing 2 pounds, 14 ounces. You ready this repeating pistol for action with a lever action of the trigger guard. The magazine is a tube below the barrel.

VOLCANIC POCKET (1855) 5%

This American 6-shooter uses Rocket Ball ammunition of .31 caliber. This lever action pistol is 10 inches long, weighing 2 pounds, 7 ounces. You ready this repeating pistol for action with a lever action of the trigger guard. The magazine is a tube below the barrel.

VOLCANIC PISTOL (1855) 5%

This American 10-shooter uses Rocket Ball ammunition of .31 caliber. This lever action pistol is 12 inches long, weighing 2 pounds, 10 ounces. You ready this repeating pistol for action with a lever action of the trigger guard. The magazine is a tube below the barrel.

MUZZLE-LOADING RIFLES

SHOTGUN (EARLY 19TH CENTURY) 60%

The shotgun is originally from Europe. This is a percussion Single Action model, 47 inches long, weighing 11 pounds. You can choose between one or two barrels. You load one shot in each barrel.

ENFIELD (1853) 99%

British Single Action 1-shooter of .58 caliber. This percussion rifle is 50 inches long, weighing 9 pounds. This rifle-musket was bought in large quantities by both the Union and CSA Armies during the Civil War.

SPRINGFIELD (1857) 99%

Springfield is an American Single Action 1-shooter in .58 caliber. This percussion rifle is 52 inches long, weighing 10 pounds. This rifle-musket was common in both the Union and the South during the Civil War and is still standard equipment in the US army in 1876.

BREECH-LOADERS

SHARPS RIFLE (1854) 76%

Sharps Rifle is a 1-shot American Single Action percussion rifle using cartridges of paper or cotton in .52 caliber. It is 47 inches long, weighing 8 pounds. During the Civil War US Sharpshooters (the Union's snipers) bought 9.141 Sharps Rifles. The 1863 model of the rifle has the same stats. It is a reliable precision rifle, with more than 107.000 copies made (both models).

SHARPS CARBINE (1859) 65%

Sharps Carbine is a 1-shot American Single Action percussion carbine using cartridges of paper or cotton in .52 caliber. It is 39 inches long, weighing 7 pounds, 8 ounces. This was the most common carbine (except for the repeaters) in the Union Cavalry, who bought 80.512 Sharps Carbines.

It is a reliable precision weapon. Rebel Cavalry tried to steal as many Sharps Carbines as they could find and the South manufactured a copy of this model.

This carbine has a shorter barrel than the Sharps Rifle, making it better suited to fire from horseback. The 1863 model has the same stats as this model.

BENCH RIFLE (1860) 2%

This is a 1-shot American Single Action percussion rifle using linen cartridges in .45 caliber. It is 47 inches long, weighing 24-29 pounds. During the Civil War this Target Rifle was provided to selected snipers of great talent. The rifle is often equipped with a rifle scope to enhance its precision over long distances (the Bench Rifle has an extremely long RANGE)..

SHOTGUN (1867) 60%

American Single Action shotgun using shotgun shells of 20-10 gauge caliber. It is 47 inches long, weighing 11 pounds. You can select a one or two barrels model and you load each barrel with a single shotgun shell. Many, not the least bounty hunters, saw off their shotgun's stock to get a more discreet weapon that is easier to conceal. Others just saw off the barrel and some take the saw to *both* the barrel and the butt.

REMINGTON ROLLING BLOCK (1867) 99%

This is a 1-shot American Single Action rifle using .50-70 Gov or .45-70 Gov caliber cartridges. It is 51 inches long, weighing 9 pounds. This rifle is very reliable and fast. Remington Rolling Block got a *Silver Award* – the highest honor at the *Imperial World Fair* in Paris 1867. Remington Rolling Block is the buffalo rifle above all others, since it combines range, impact, and speed in a unique way. *Remington & Sons* sells enormous amounts of this rifle all over the world.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

VOLCANIC PISTOL (1855)

VOLCANIC NAVY (1855)

VOLCANIC POCKET (1855)

SAWED OFF SHOTGUN (1867)

ENFIELD (1853)

SPRINGFIELD (1857)

SHARPS RIFLE (1854)

SHARPS CARBINE (1859)

BENCH RIFLE (1860)

SHOTGUN (1867)

REMINGTON ROLLING BLOCK (1867)

Guest Customer (Order #49645230)

MAUSER (1871) 30%

Mauser is a 1-shot German Single Action rifle using .11mm caliber cartridges. It is 51 inches long, weighing 10 pounds. It is popular in both Europe and the US. The German Army has made the Mauser standard rifle for their soldiers. Peter Paul Mauser made himself a name and a fortune on this weapon's construction.

SPRINGFIELD TRAPDOOR, RIFLE (1873) 99%

This 1-shot American Single Action rifle uses .45-70 Gov caliber cartridges. It is 52 inches long, weighing 11 pounds. The Trapdoor is a remake from the 1858 rifle, adapted for breech-loading cartridges. It is a robust construction trusted by satisfied customers. The only problem that may arise is that empty shells can get stuck if there is a prolonged firefight, causing the gun to jam until it can be properly disassembled, cleaned, and reassembled again. The Army has begun to order new Trapdoors again, since they reckoned the soldiers were wasting too much ammunition when they got repeaters. Trapdoors are also popular among hunters since the impact is enough to kill a grizzly bear.

SPRINGFIELD TRAPDOOR, CARBINE (1873) 55%

This 1-shot American Single Action carbine uses .45-70 Gov caliber cartridges. The Trapdoor carbine is 42 inches long, weighing 10 pounds. The US Cavalry is gradually replacing their old Sharps Carbines with this. General Custer and his 7th Cavalry just got their Trapdoors. They show up among the Plains Indians as well, since the warriors take guns from fallen soldiers.

SHARPS BUFFALO RIFLE (1874) 78%

This 1-shot American Single Action rifle is available in two models. In .40-70 Sharps caliber it is known as *Sharps Saddle Rifle*, while the .50-90 Sharps caliber name is *Sporting No. 1* or "*Big Fifty*". It is 43 inches long, weighing 11 pounds. This is a classic buffalo rifle, a sniper rifle of extreme range. To achieve reliability on long ranges, it is equipped with adjustable sights and hair trigger. This is the first gun able to challenge the popularity of Remington Rolling Block.

REPEATERS

COLT, REVOLVING RIFLE (1855) 17%

This 5-shot American Single Action percussion rifle uses .56 caliber. It is 43 inches long, weighing 9 pounds. Colt's Revolving Rifle was not a success since a chain reaction could set off all the shots, resulting in outpouring hot gases. Should this happen with a revolver, the harm is limited but as your face is closer to the cylinder with a rifle, this problem got worse. 17.200 rifles were made until production ceased in 1864.

VOLCANIC, CARBINE #1 (1855) 5%

This Volcanic 20-shot carbine uses Rocket Ball ammunition in .41 caliber. It is 31.5 inches long, weighing 5 pounds, 5 ounces. You ready this repeating carbine for action with a lever action of the trigger guard. The magazine is a tube below the barrel.

Volcanics Repeating Arms Company was an instant success, since their large magazines made a faster rate of fire possible and their rocket ball ammunition is water proof. The weak caliber is however a problem, since the impact is not enough to hunt anything more than small game and it is not powerful enough to be used by soldiers on the battlefield.

VOLCANIC, CARBINE #2 (1855) 5%

Volcanic Carbine #2 got a 25-shot magazine, using Rocket Ball ammunition in .41 caliber. It is 35.5 inches long, weighing 5 pounds, 8 ounces. You ready this American repeating carbine for action with a lever action of the trigger guard. The large magazine is a tube below the barrel. The weak caliber makes this weapon best suited for small game hunting.

VOLCANIC, CARBINE #3 (1855) 5%

Volcanic Carbine #3 got a 30-shot tube magazine below the barrel, loaded with Rocket Ball ammunition in .41 caliber. It is 39 inches long, weighing 5 pounds, 12 ounces. You ready this American repeating carbine with a lever action of the trigger guard. The huge magazine is attractive to many, while the weak caliber makes of them think twice before acquiring it.

LeMat, REVOLVING RIFLE (1856) 1%

This 9-shot American Single Action percussion rifle uses .42 caliber for the 9 shots and .60 for the shotgun shell in the barrel below. The gun is almost 38 inches long, weighing 6 pounds 10 ounces. A switch at the hammer (takes 1 Action to use) let you toggle between rifle shots and the shotgun. Production ceased in 1865, making it rare. All LeMats are associated with the South since the Civil War. Wielding this gun will make people assume that you are a rebel sympathizer.

SPENCER, RIFLE (1860) 20%

This American 7-shot lever action rifle uses .56-56 RF caliber cartridges. It is 50 inches long, weighing 9 pounds. The Spencer rifle only has one flaw, but that is a major deal. The magazine is located in the buttstock. In order to reload, you need to first slide the magazine tube out from the buttstock, then fill the tube with cartridges before sliding it back before you are ready to fire again. Even if you can fire 7 shots in quick secession, it will take a long time to reload even a single bullet.

The Union Army bought 12.471 Spencer rifles during the Civil War.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

MAUSER (1871)

SPRINGFIELD TRAPDOOR (1873)

SPRINGFIELD TRAPDOOR CARBINE (1873)

SHARPS BUFFALO RIFLE (1874)

COLT, REVOLVING RIFLE (1855)

VOLCANIC, CARBINE (1855)

LeMat, REVOLVOMG RIFLE (1856)

SPENCER, RIFLE (1860)

Guest Customer (Order #49645230)

SPENCER, CARBINE (1860) 77%

This American 7-shot lever action carbine uses .56-56 RF caliber cartridges. The Spencer carbine is 42 inches long, weighing 8 pounds, 2 ounces. It is just as cumbersome to reload as the Spencer Rifle, which is hard to do from horseback. The Union Army still bought 110.500 Spencer Carbines until 1865. Some units got a case of extra magazine tubes, which allowed Reload time to be cut from 21 ACTIONS (load each cartridge separately) to 12 ACTIONS (switch magazine tubes).

The Spencer Carbine remained the unofficial standard for the Cavalry until 1873, when it was replaced by the Springfield Trapdoor. The soldiers did not want to replace their repeaters, but those handling orders thought it was more economical. They believe soldiers with repeaters use too many bullets instead of planning every shot. Less time and ammunition are allocated for target practice and accuracy. The men making these decisions never risk their lives on a battlefield.

HENRY, RIFLE (1860) 14%

Henry is a 16-shot American lever action repeater using .44 Henry RF cartridges. It is 47 inches long, weighing 9 pounds, 8 ounces. Henry is based on the Volcanic, but is a more robust and better build. The rimfire cartridges also make the Henry more reliable. The cartridges are loaded into the magazine tube, which is located under the barrel. The loading mechanism is a strong spring, handled by a tab. The opening is enough to load one cartridge after the other into the rifle. When it is full, the tab will still be at the front where the first cartridge is. When closed, the cartridges are kept in place but it is still open enough for dirt to get in. As you shoot, the tab will move down the barrel, always showing you how much ammo you got left.

The Union bought 1.731 Henrys during the war. Another 8.000 were sold to regiments and individuals in the Union Army. 13.500 rifles were manufactured.

WINCHESTER -66, "YELLOW BOY" (1866) 89%

This 17-shot American lever action repeater uses .44 Henry RF caliber cartridges. It is 46 inches long, weighing 9 pounds, 8 ounces. This is an enhanced Henry, with a magazine tube under the barrel. The Winchester loading mechanism is a spring operated loading hatch on the side. The side plate is made of brass, which makes the rifle vulnerable to rough treatment. The yellow brass led to the nickname *Yellow Boy*. It is expensive but incredibly popular due to the rate of fire and simple loading mechanism.

WINCHESTER -73, RIFLE (1873) 99%

This 15-shot American lever action repeater uses .44-40 Win caliber cartridges. It is 46 inches long, weighing 9 pounds. The receiver is made of iron, making it less sensitive than the *Yellow Boy*.

It is also known as *The Gun that Won the West* since most people can afford it. Settlers want this repeater to defend against Natives as well as outlaws. The only skeptics are buffalo hunters, since the impact is not enough to kill their giant prey.

WINCHESTER -73, CARBINE (1873) 99%

This 12-shot American lever action carbine uses .44-40 Win caliber cartridges. It is 37 inches long, weighing 7 pounds, 11 ounces. The Winchester -73 Carbine is basically the same model as the Winchester -73 Rifle, but made for use from horseback. You do not need to dismount before joining a firefight.

EVANS, CARBINE (1874) 15%

Evans is a 34-shot American lever action carbine using .44 Evans Short RF caliber cartridges. It is 43 inches long, weighing 11 pounds. This carbine was patented by the dentist Warren Evans from Thomaston, Maine 1868-1871. Grand scale production did not begin until 1874. The enhanced model was not introduced until 1876. The US Army turned down this carbine since the weapon mechanism is sensitive to dust and dirt. The greatest asset of this weapon is the huge magazine. The company manufactured high quality guns for demonstrations and as gifts to famous people such as Kit Carson, Buffalo Bill Cody, and Porfirio Díaz.

WINCHESTER CENTENNIAL (1876) 57%

This 12-shot American lever action rifle uses .45-75 Win caliber cartridges. It is 46 inches long, weighing 10 pounds. *The Centennial* is a Jubilee edition to honor the *1776 Declaration of Independence*.

This rifle was a result of the demand for lever action repeaters able to handle larger caliber cartridges. Winchester markets *Centennial* as suited for big game hunting and as a competitor to hunting rifles. This is a shift from their strategy for earlier models, where they put the emphasis on huge magazines and how easy it is with repeaters compared to single shooters.

BURGESS, RIFLE (1877) 25%

The Burgess is a 15-shot American lever action rifle, using .44-40 Win caliber cartridges. It is 46.5 inches long, weighing 10 pounds. This model is basically a copy of Winchester, patented by Andrew Burgess and manufactured by *Whitney Arms Company*.

MARLIN, RIFLE (1881) 16%

Marlin is a 9-shot American lever action rifle using .45-70 Gov caliber cartridges. It is 47 inches, weighing 9 pounds, 8 ounces. This is the first lever action rifle with a strong enough mechanism to handle the army cartridge. It is believed to be the most modern and strongest lever action of its time, winning an award at *Australia's Centennial Exhibition*.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

Guest Customer (Order #49645230)

MACHINE GUNS

AGAR MACHINE GUN (1861)

Agar Machine Gun is named after its inventor Wilson Agar, but most people call it *The Coffee Mill Gun* due to its appearance. You pour .58 caliber cartridges in a funnel shaped hopper on top, once you have put the paper cartridges into re-usable metal tubes. You then fire using a hand crank, allowing one metal tube at a time to fall into position. Once fired, the empty tube is supposed to fall into a special case to be close at hand when it is time to reload new paper cartridges into them. The tubes often fall further away than intended and can be hard to find. Considering the high *Rate of Fire* – 5 shots/ACTION – it will not take long until reloading is necessary or you run the risk of running out of ammunition. You also run the risk of a loaded cartridge not falling into the right position, but instead getting stuck and jamming the machine gun.

Another drawback with *The Coffee Mill* is that the single barrel gets overheated during intense fire. Many who invest in one *Coffee Mill* buy two additional barrels in order to switch when the first gets too hot.

The RANGE of the Agar Machine Gun is no longer than a regular rifle, even though many officers had hoped for something to keep the enemies better at bay.

Wilson Agar demonstrated his machine gun for Abraham Lincoln 1861. The President was impressed enough to order 10 *Coffee Mills* at a price of $1.300 for each gun. Later that year McClellan added 50 machine guns for the army, at the discounted price of $735 each. Butler and Fremont bought 2 extra *Coffee Mills* for their troops, paying $1.300 for each gun. The US Army got less use of these weapons than anticipated, since the War Department declared them to be too impractical and wasting too much ammunition. Their primary use came to be guarding vulnerable positions such as bridges, abutments and narrow passes. When the war ended, the War Department sold the few *Coffee Mills* still in fighting trim for $500 each.

GATLING GUN, MODEL 1862 AND 1865

In public view, there is no one as closely linked to the early machine guns as the inventor Richard Gatling. This Confederate sympathizer presented his first machine gun in 1862. It used a hand crank to switch between 6 rotating barrels, where the one in *noon* position (on an imaginary dial) fires.

Despite his political views, Gatling sold his gun to the Union. Benjamin Butler ordered 6 machine guns, but just ahead of delivery a fire in the *Cincinnati Ironworks* destroyed all the machine guns and their technical drawings. Before the production could be resumed, Gatling had enhanced his weapon to load the hopper with rimfire cartridges in metal instead of paper cartridges with percussion caps as he first had planned. This gravity feed system is one of the strengths of this machine gun. Still he was not able to sell more than 13 Gatling Guns, 12 of them to Butler who successfully used them at the siege of Petersburg. Gatling's rebel agenda made many Union Officers suspicious of both him and his gun. Even though the *Rate of Fire* for the 1862 model of Gatling Gun was 10 shots/ACTION – doubling the *Rate of Fire* of the Agar Machine Gun, the latter sold a lot better to the army.

Gatling continued to develop his gun. *Model 1865* had an even better loading mechanism and a *Rate of Fire* of 15 shots/ACTION. Now it was the barrel at *6 o'clock* on the imaginary dial that fired. In 1866 the US Cavalry bought 105 *Gatling Guns Model 1865*, all of them mounted on wheels, paying $1.000 for each gun.

HOTCHKISS REVOLVING CANNON (1872)

The inventor Benjamin B. Hotchkiss presented his cannon 1872. It is similar to the Gatling Gun with 5 rotating barrels but using 37 mm (1.45 inches) caliber. The *Hotchkiss* is top loaded with magazines holding 10 grenades each. A grenade weighs 1 pound, 12 ounces and consists of 24 lead bullets of .71 caliber. When the grenade hits a target, it shatters the lead bullets.

Hotchkiss Revolving Cannon is available in two models, either with a firmament to be attached to a railing or to artillery-wheels. The shooting angle for the railing is free, while the wheels limit how much you can rotate it on the battlefield. The *Rate of Fire* is 2 grenades/ACTION. A weapon this powerful yet easy to transport (it can be carried by two mules) has made it high in demand among officers fighting Natives.

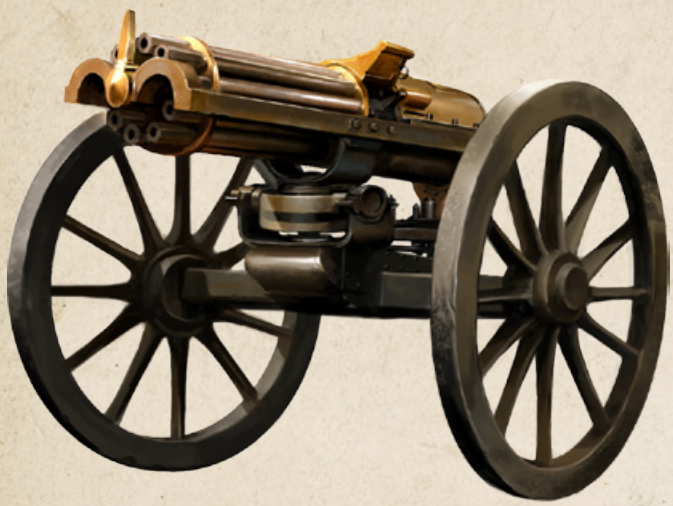
GATLING GUN, MODEL 1874

An enhanced model; The *Rate of Fire* is 20 shots/ACTION, you can transport it on a pack horse and it can be assembled on a tripod (able to stand on any flat surface, such as in a buckboard). This model is known as *The Camel*, since in Egypt it is assembled onto camel saddles. *The Camel* uses a magazine cylinder, holding 20 magazines with 20 shots each. When one magazine empties, the cylinder rotates to the next, fires 20 shots, rotates again, and so on until all 400 shots are fired. Then you reload the cylinder.

LOWELL MACHINE GUN (1875)

Lowell Manufacturing Company in Massachusetts makes DeWitt Clinton Farrington's new machine gun. It has 4 rotating barrels and 30-shot magazines, loaded from the top. Unlike a *Gatling* the barrels do not rotate between each shot. One barrel is used until heated (appr. 400 shots), then you switch to the next (takes 1 ACTION). The hot barrel will cool down in time for its next use. The *Rate of Fire* is 15 shots/ACTION.

Guest Customer (Order #49645230)



GATLING GUN, MODEL 1862 AND 1865

GATLING GUN, MODEL 1874

HOTCHKISS REVOLVING CANNON (1872)

LOWELL MACHINE GUN (1875)

AGAR MACHINE GUN (1861)

Guest Customer (Order #49645230)

ARTILLERY

Artillery pieces are military weapons and not found at homes and ranches in general. They are too expensive and cumbersome to transport and use. That said, after the Civil War and the French occupation of Mexico there were large surpluses of artillery, since none of the countries had armies big enough to put them to use. The army has weeded out some artillery pieces and sold them to interested buyers. That is why you can see occasional cannons posted at large plantations, haciendas, ranches and missionaries when you are out riding in the area. Most often, the cannon just stands there like a decoration or as a warning to outlaws. There are seldom people at these places who intend to use artillery, or would know how to load and fire cannons even if they wanted to.

DAHLGREN CANNON (1855)

In 1855, John A. Dahlgren's muzzle-loading smooth-bore soda bottle shaped cannons was manufactured for the first time. It was not until the Civil War that production at a large scale began. It is possible to take a *Dahlgren* to the battle field, but most of them were put to use within the navy. Most Union vessels were equipped with these cannons. For instance, the *USS Monitor* was armed with two *11 inch Dahlgren cannons*.

The soda bottle shaped columbiad decreased the risk of explosions, while at the same time increase the range compared to its predecessors.

Many Dahlgren cannons were manufactured up until 1872, when new weapon constructions became more enticing for the military to order instead of one they already had in droves. Their peak popularity was during the Civil War. A Dahlgren cannon is between 3 and 5.2 yards long, while the weight varies a lot more between different models – from 3 to 45 kilotons.

MORTARS

Mortars have been used as siege weapons for hundreds of years. These large caliber muzzle-loaded cannons consist of a short metal tube fixed to a base plate.

The mortar's main object is to destroy constructions behind the enemy's defensive lines and potential fortifications. The barrel is usually angled at 45-85 degrees, which will provide the grenade with the trajectory of a classic lob, where the cannon ball will rise high before dropping down at a sharp angle, hitting the target indirectly as gravity pulls it down.

Mortars were commonly used on both sides during the Civil War, for instance Grant (the Union Commander and elected President of the United States in 1868) used several mortars during the siege of Vicksburg.

They were manufactured in several different sizes.

NAPOLEON CANNON (1857)

On the battlefield the most common artillery piece in the US is the Napoleon, a smooth-bore field cannon used from 1857 and onwards. It weighs 2.353 pounds, carriage included, and is effective up to a mile away.

1.100 Napoleon cannons were made for the Union during the Civil War, while the Confederate army had to make due with 600. Many were made from smaller cannons Robert E. Lee sent to *Tredgear Iron Works* in Richmond, Virginia at the beginning of 1863 to have them recast into Napoleon cannons. The main reason the South could not make more Napoleons was their lack of necessary resources; they did not have enough copper. The final blow came in November 1863, when Union troops seized the *Ducktown Copper Mines* close to Chattanooga, effectively ending all their copper deliveries to the Confederate army.

The safety of the artillery crew is the main reason the Napoleon is so popular. It is considered to be the cannon most artillery men prefer to work with. The Napoleon cannon is forceful and reliable, not to prone to accidents or horrible FUMBLES. It is also extremely lethal for the enemy, especially at close range.

You can load a *Napoleon* with any of the different kinds of artillery ammunition. Read more about each of them on the next spread.

PARROTT CANNON (1860)

Robert Parker Parrott's cannon is more popular among the pencil pushers making purchases for the army than among artillery men who handle it on the battlefield. The Parrot cannon is a comparatively simple construction, cheap to produce. That makes it possible to get a large amount of cannons rather quickly on a limited budget. It is, however, riddled with safety issues such as an enhanced risk the barrel explodes or gets cracked (you get –5 when you roll to see the result of a FUMBLE). Far too many artillery crews have lost lives and limbs while manning a *Parrott*. Most artillery crews prefer *any* other cannon to this one.

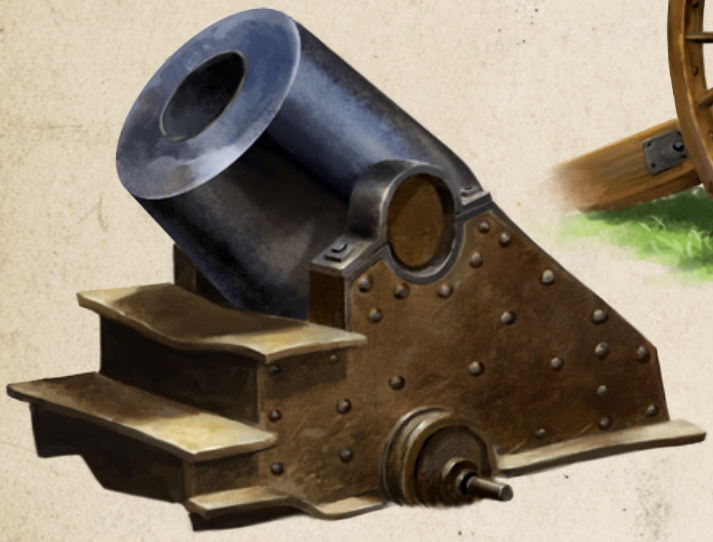
The inventor Robert Parker Parrott was trained as a cadet at West Point, and got in charge of the *West Point Iron and Cannon Foundry* 1860. He built his first cannon there 1860 and got the patent approved in 1861. The rifled barrel made it possible to decrease the caliber while extending the range and the accuracy. All these were considered great improvements.

The Parrott rifles are used at fortifications and by the Coast Artillery. During the Civil War the Navy used them as well. They were manufactured in sizes ranging from 10 -pounders to 300-pounders. The smallest cannons were 73 and the largest 156 inches long, weighing 890 to 26.900 pounds. A problem with these different sizes is that artillery crews risk getting the wrong ammunition delivered and then have no rounds they can use on the battlefield.

Guest Customer (Order #49645230)

PARROTT CANNON (1860)

NAPOLEON CANNON (1857)



MORTARS

DAHLGREN CANNON (1855)

Guest Customer (Order #49645230)

RODMAN CANNON (1861)

The Union artilleryman Thomas Jackson Rodman designed a series of columbiad cannons. These heavy guns are mounted on seacoast fortifications. They are made in several different calibers and sizes. The length spans between 119.5 inches to 243.5 inches, while the weight goes from 8.465 pounds to 115.200 pounds.

RODMAN'S 3-INCH ORDNANCE CANNON (1861)

Rodman's 3-inch Ordnance Cannon has become ever more popular among artillerymen, since it is smaller and easier to use than the Napoleon cannon. Better still, it is safer and fewer mishaps are reported. The rifled barrel increases its precision, making it easier to achieve the desired results. During the Indian Wars the *Rodman Ordnance Cannon* is often seen on the battlefield, while you can find large caliber Rodman's defending East Coast fortifications.

ARTILLERY AMMUNITION

What kind of artillery ammunition you use depends on what you are aiming at, what you want to achieve, and how far away your intended target is.

SOLID ROUND SHOT

The solid iron-ball causes high Structural Damage and is effective against buildings of all kinds. The cannonball can be fired from all of the cannon's Ranges, providing access to as long a distance as possible.

EXPLOSIVE SHELL (GRENADE)

This grenade consists of an explosive charge within a metal casing. When the charge explodes, the shell splinters into fragments, which is very effective against infantry troops but less so against buildings and fortifications. The charge should explode after landfall to achieve maximum efficiency. It cannot be used on the cannon's Extreme Range.

CASE SHOT

The munition's metal casing covers a small explosive charge and a lot of lead bullets. The Case Shot explodes in the air, above the enemy, which will spread all of the lead bullets over a large area. This ammunition can only be used on the cannon's Long Range, since it takes two seconds for it to explode after being fired.

CANISTER SHOT

Canister Shots are metal casings full of lead bullets. When they are fired, the casing is ripped open and the lead bullets fired in a swarm, resembling the effect of a giant shotgun. Canister Shots are used to defend artillery against enemy infantry charging their position. Since the lead bullets rapidly decrease in speed and power, you can only use the Canister Shot on the cannon's Short Range.

EXPLOSIVES

Explosions are common as railway companies clear the way for new tracks while prospectors and mining companies blow up the mountains to access valuable ore. Outlaws use explosives to tear up railway tracks, burst open safes, and trigger landslides.

Explosions can be lethal, causing injuries (Damage Group 20) and inflict Structural Damage. You had better calculate the time it takes for the wick to burn out and trigger the explosion properly to get away in time.

POWDER KEG

Every 2 pounds of gunpowder cause 1 Structural Damage. Enough of it can destroy buildings.

LIQUID NITROGLYCERINE (1846)

Pure nitroglycerine is oily, colorless, and extremely explosive. Liquid nitroglycerine is sensitive to high or sudden changes in temperature or pressure, bumps, being shaken, or coming into direct contact with metal. All of these can make it explode. Many brave men and women have lost their lives transporting nitroglycerine to mines and railway construction sites. These transports require a steady hand, nerves of steel, and endless patience. You cannot rush. On an assignment like this you have time to ponder your own mortality.

Apart from the Injury Roll you also inflict 1 Structural Damage for every 3.5 ounces of nitroglycerine. Explosions will cause all nearby nitroglycerine to explode as well, making it even more dangerous to keep large amounts in one place.

DYNAMITE (1868)

Dynamite quickly became popular, since it reduces the risk of accidental explosions considerably during transport and handling. Outlaws appreciate access to explosives they can safely carry on horseback. A stick of dynamite weighs 4.5 ounces, of which 3.5 ounces are nitroglycerine causing 1 Structural Damage.

BOMB

An explosive charge of 17.5 ounces of Blasting Gelatin embedded in an iron ball. When the charge explodes, the casing turns into shrapnel. Bombs weighing 2-4 pounds are often used in terror attacks, where they are typically thrown at their targets.

BLASTING GELATIN (1875)

In 1875 the Swedish inventor Alfred Nobel patented gelled nitroglycerine as *blasting gelatin*. It has a higher concentration of nitroglycerine than dynamite; 3.5 ounces cause as much damage as 1 stick of dynamite

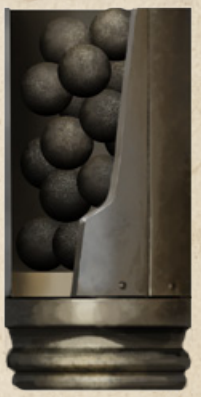
Guest Customer (Order #49645230)

RODMAN CANNON (1861)

SOLID ROUND SHOT

EXPLOSIVE SHELL

CASE SHOT



CANISTER SHOT

RODMAN'S 3-INCH ORDNANCE CANNON (1861)

DYNAMITE

BOMB

POWDER KEG

NITROGLYCERINE

Guest Customer (Order #49645230)

BRAWLING

KNUCKLE-DUSTER 80%

When using a knuckle-duster, your opponent will be struck by hard metal and not just your fist.

UNARMED ATTACK 100%

You do not need weapons to face your enemy in a fight.

LONG BLADES

BAYONET 100%

This blade is attached to the muzzle of rifles and carbines.

CUTLASS 25%

A heavy sabre, good in close quarters and for chopping ropes, which makes pirates and sailors appreciate it.

DAO 1%

A Chinese sabre with a broad, rounded blade, sharp on one side only to make it more effective at thrusts.

GIM 1%

This Chinese double-edged sword has an elongated blade.

KATANA 1%

Until 1871, samurais were the only ones in Japan allowed to carry or use this long single cut sword.

MACHETE 40%

This heavy chopping knife is used on plantations and for clearing forests. The handle is 20 inches and the long single edged blade gets broader just before the tip.

RAPIER 15%

This upper-class weapon is made for thrusts but can cut as well. The narrow blade provides precision and speed. The hilt often comes with a guard, side-rings, and a knuckle-bow, all to make it better when you parry.

SABRE, HEAVY 25%

'The old wrist breaker' used to be standard equipment in the Army, but production ended in 1858. Many military men still use their heavy sabre. It requires more skill and strength than a light sabre does, but is also more effective on the battlefield.

SABRE, LIGHT 75%

Post 1860 the army changed to a lighter sabre, since wielding it requires less technique and skill from the soldiers. The infantry, cavalry, and artillery all equip their men with a light sabre each.

KNIVES

ARKANSAS TOOTHPICK 25%

This pointy double edge dagger is about a feet long, Mountain men of Arkansas use it so often the knife got named after them. The toothpick part is pure insult though, since the Hill Folk of Arkansas are said to lack manners and proper procedures – or good dentists.

BOWIE KNIFE 60%

The Bowie is probably the best known knife of all. It is 15 inches long, of which the blade is 10 inches. It has a guard on the hilt and the upper part is covered in brass to enhance parrying. The Bowie knife is named after its creator, the famous trapper and adventurer James Bowie. Most people only know two things about him though. He created the Bowie knife (in 1831) and he was one of the American heroes who died at the battle of Alamo (against the Mexicans, in 1836).

GREEN RIVER 40%

This 10 inches long hunting knife has no guard. It has been manufactured by *J. Russell & Company* since about 1836. Green River is a knife particularly popular among trappers. They consider it better at skinning animals and tanning their hides than other knives. You better hold it in a firm grip if you use it in a fight or you risk cutting yourself on the sharp edge.

KNIFE 99%

A run of the mill knife, about 8 inches long with a sharp edge. Standard knives such as this can be used in many ways, but they are not cut out for any specific task besides cutting or maybe whittling.

SCALP KNIFE 25%

This knife can make hardened fighters shiver with fear. A scalp knife has one purpose only, it is designed for scalping your opponent on the battlefield as quickly and easily as possible. The blade is curved in a way that follows the shape of a skull, making it possible to get the entire scalp in one swift move. This knife is also good for flaying animal prey.

THROWING KNIFE 50%

There are several different models of throwing knives available. They are all smaller than knives with guards or more elaborate hilts. A good throwing knife must be balanced. It must fly steadily through the air without changing direction.

You could have a single throwing knife, but very few make that choice. Throwing knives are often sold in sets of two or three knives in a special sheath, usually discretely placed such as a shoulder holster.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

KNIFE

BOWIE KNIFE

THROWING KNIVES

KNIFE, GREEN RIVER

ARKANSAS TOOTHPICK

SCALP KNIVES

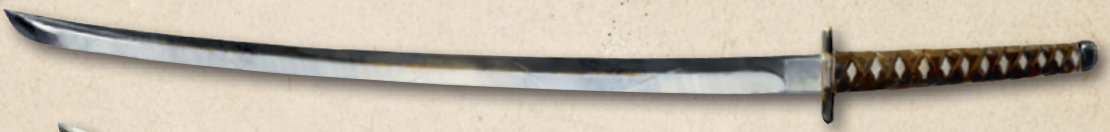
MACHETE

KNUCKLE-DUSTER

GIM

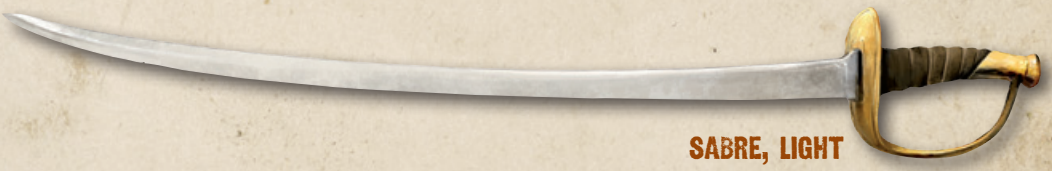
RAPIER

DAO

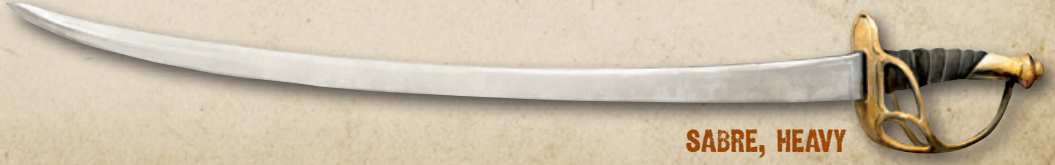


KATANA

CUTLASS



SABRE, LIGHT



SABRE, HEAVY

Guest Customer (Order #49645230)

OBJECTS

3-PIECE STAFF 1%

This Chinese weapon use flexible links or chains to connect the sections. When assembled it turns into a solid staff. It is just as effective in close combat unassembled too, especially for those who trained with it to attack or parry.

BATON 30%

This weapon is a favorite among port ruffians and constables. The baton is often made of dense carved wood with a handle in one end and a rounded knob in the other. Cricket and Baseball bats are considered to be batons if you use them in a fight.

BOTTLE 100%

Commonly used in saloon brawls. A whole bottle gives more punch, but a broken bottle has sharp edges that can cause some nasty wounds.

CANE 100%

Many gentlemen walk with a cane, as do war veterans who hurt a leg during the war. Others use their cane to look more distinguished. A good cane is an excellent weapon. Those who know the French martial arts Savate train cane fighting a lot.

PICKAXE 100%

Prospectors and settlers always have this weapon close.

PITCHFORK 100%

This weapon is better at keeping your opponent at bay, at a healthy distance, than it is if you want to attack.

REVOLVER 100%

Many lawmen, especially in Kansas' wild cattle towns, use their revolver to keep the calm. Pistol-whipping is an effective way to beat a person into submission, even though many get irritated or angry afterwards.

RIFLE 100%

Rifles are counted as objects when you wield them in close combat, to Cut, Thrust, Strike, or Parry.

SLEDGEHAMMER 100%

This working tool is often used by prisoners, navvies, or smiths. Weighing 20 pounds it is heavy enough to smash skulls and crush bones. Most sledgehammers have a wooden handle and solid flat metal head.

SHOVEL 100%

Most people who work outdoors have access to this tool, which packs some punch and provide a good reach.

AXES

AXE 90%

When you travel the wilderness you need an axe, for instance to chop firewood that will keep you warm.

DOUBLE FELLING AXE 30%

You hold this double edged axe with both hands. It is popular among lumberjacks in the northwest. The axe is 4 feet long and balanced for throwing, which requires you to have a Strength Bonus of +1 or more.

HATCHET 20%

This short axe is a single handed striking tool, with a sharp blade in one end and a hammer head in the other. It is effective for lots of work, such as decapitating tree branches, thus turning trees into logs.

The Chinese *Tongs* (more or less criminal organizations) equip their foot soldiers – called *Hatchet Men* – with this axe. If you get into conflict with a Chinese Tong, prepare to face at least one *Hatchet Man* in battle. A hatchet is balanced enough for throwing as well as close combat fighting.

MEAT CLEAVER 80%

Most homes have this kind of axe and there is not a butcher who cannot handle a meat cleaver with forceful precision. It is also a treasured fighting tool among outlaws in Chicago's slaughterhouses.

TOMAHAWK 50%

This 16 inch long axe is particularly popular among Natives. The blade is made of iron, while the shaft is usually a pipe for smoking tobacco as well. If that is the case, the Break Point is lowered to 15 (not 17).

WHIPS

BULL WHIP 100%

5 yards long, made of braided hide from a bull.

CAT O'NINE TAILS 10%

This short hand whip has 9 leather straps, each tied into a knot at the end. A Cat o'Nine Tails is 5 feet long.

CROP 100%

31 inches long, made of stiff hardened leather.

MEXICAN WHIP 10%

This braided leather whip is 5 yards long, with a spur attached at the very end that can inflict nasty wounds and create scars.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

Guest Customer (Order #49645230)

NATIVE WEAPONS

SHORT BOW 100%

The short bow is a just that, a smaller bow (less than a yard high) that is easier to use from horseback. Due to the lesser size, it is not as forceful and does not reach as far (Shorter Range). The skilled riders from the Plains tribes are usually equipped with short bows.

BOW 100%

The Native warriors' bows are silent killers striking from a distance, which makes them superior to firearms in some situations. The Natives primarily use bows when hunting prey, selecting different arrowheads depending on their main objective at each occasion – a great hide or meat to fill empty stomachs. The bow is the Natives' primary weapon for ranged combat. *Burning arrows* – where the arrows have been wrapped in rags, drenched in some kind of accelerant (such as oil or liquor), and lit on fire – are used to create fires and burn down buildings.

Archery is getting increasingly popular among the East Coast elites. They do not use their bows in combat or to hunt, but instead compete in marksmanship against selected targets at set distances. Men and women from higher society try to become the best Archer, competing on equal terms.

SCALP KNIFE 25%

This knife is designed for one purpose, to quickly take an opponent's scalp on the battlefield without losing too much time or expose the warrior to unnecessary danger. The curved blade follows the rounded shape of a head. The knife is also effective at skinning prey.

SHIELD 25%

There are Native shields available in multiple sizes and designs, and they have different purposes. All shields are round and are believed to draw some of their strength from the shape, since they are believed to draw some strength directly from the round sun.

Many warriors from the Plains' tribes hang their shield above the entrance to their tipi when they are in the camp, thus the shield will always face the rising sun. In combat they hold the shield in their left hand for protection, to catch incoming arrows or to parry their opponent. The shield can also be used to surprise the enemy (feint) or as an attack weapon should the warrior have lost their original battle gear.

Before a raid or war, the shaman performs rituals and ceremonies to provide help from the powers that be. The shields are believed to be the link between the warriors and the shaman. If a warrior drops his shield, or even just let touch the ground for the briefest moment, this link is destroyed and the protection the shaman was able to invoke from the spirits is gone. This should have an impact on your gameplay, no matter if you play a campaign where Faith is real or not. If the warrior believes he is protected one moment and then the next is certain he has lost it, it will affect his actions on the battle field and his self-confidence.

SPEAR 25%

Native American spears and lances are primarily used in ranged combat. Equally important are their ceremonial significance and the beautiful ornamentations. Most of the Plains' Tribes have special Warrior Societies tasked with the burden of being the last line of defense for the entire tribe. When that sacred task is invoked, they are to push down their spear and stand their ground at that spot until they die or the enemies are all defeated or have surrendered. You can use the spear in close combat too, but it is most effective at Long Range, allowing you to keep some distance to your enemy. Should your foe wield a knife or other short range weaponry, the distance between you will be even more important.

TOMAHAWK 50%

This 16 inch long axe is particularly popular among Natives. The blade is made of iron, while the shaft is usually a pipe for smoking tobacco as well. If that is the case, the Break Point is lowered to 15 (not 17).

WAR CLUB 100%

This weapon is easy to make and requires no material only available from white society. The War Club can be up to two feet long, is made of wood, and can have one or more sharp stones attached at the end.

THROWING WEAPONS

BOLA 10%

Up to nine weights, often stones, are attached to the ends of interconnected ropes and used to capture prey (by entangling their legs). Takes time (and often pain) to master.

LARIAT (LASSO) 100%

Lasso is another name for this 20 to 65 foot long rope, made of hemp, spun cotton, or rawhide. The latter is superior, but expensive and has a short lifespan. This is a loop of rope designed as a restraint to be thrown around a target and tightened when pulled. Use the Skill Animal Husbandry/Cattle to determine if you succeed to capture whatever you were aiming for. You do not need a Weapon Skill to use a lasso, and it does not have any game stats in the *Weapon tables*.

Guest Customer (Order #49645230)

★ WEAPONS' DESCRIPTIONS ★

Guest Customer (Order #49645230)

CREATE YOUR OWN FIREARMS

CREATE YOUR OWN FIREARMS

STEP	DESCRIPTION
1	CHOOSE TYPE OF WEAPON
2	SELECT MODEL
3	CHOOSE CALIBER
4	SELECT BARREL LENGTH
5	MAKE SPECIAL SELECTIONS
6	ASSEMBLE THE COMPLETE GUN
7	CALCULATE THE PRICE

1. CHOOSE TYPE OF WEAPON

What kind of weapon do you want to modify; *Revolver, Rifle* or *Shotgun*? Check the *Weapon tables* to see if it is released yet. A skilled gunsmith (SKILL LEVEL 20+ in CRAFT/GUNSMITH) may receive a draft up to a year early. The Game Master decides.

2. SELECT MODEL

Look at the *Weapon tables* to find a weapon to use as a base for your further adjustments. Write down the name of the model and all stats from the *Weapon tables* to begin with. Later on, your choices of barrel length, caliber, and so on will have an impact on these stats. Go to the *Equipment lists* (see *Your Path*) and write down the *Cost* of this gun. This is the BASIC COST, and may change depending on your choices.

3. CHOOSE CALIBER

All the firearms featured in the *Weapon lists* comes with a standard caliber suggestion, i.e. the cartridge or caliber the weapon was made and intended for. This caliber determines the weapon's DAMAGE GROUP, which may be modified depending on your selections. Write down the CALIBER, DAMAGE GROUP, and potential modifications on WEAPON SPEED and RANGE.

Every caliber has corresponding cartridge, thus .45 LC is both a caliber and a cartridge. If you want to change the caliber, just make sure your choice is available when you play. Read more about different calibers and cartridges on page 148 and onwards.

If you select a large caliber, you get more punch (a higher DAMAGE GROUP) but the recoil can slow down your gun. Many firearms are available in a few different calibers. You also have to take physical limitations under consideration; for instance you cannot load rifle cartridges into a revolver and large calibers cannot be used in small revolvers. Thus you cannot make a *Smith & Wesson Model 1* in .45 LC caliber as it could explode in your hand.

It is more common to change caliber in a revolver than in a rifle. If the change is significant enough, it will affect how many cartridges got into the magazine. Larger calibers may lead to less capacity, while smaller calibers can increase the cartridges in the magazine.

In the weapon descriptions and tables you always find the standard caliber for every gun. For some, variations were so common they are mentioned in the descriptions. If so, you will also find some in all larger cities and at well-stocked gun stores. The prices from the *Equipment lists* are valid for all calibers featured in the weapon description for a gun. If you prefer a rare caliber, you will need the help of a gunsmith to adapt your gun. It will cost you $5 extra for a revolver or $10 for a rifle to achieve this change of caliber.

If your caliber selection causes a change of the magazine capacity you will need to order it from a skilled gunsmith or from the factory where the gun is made. You will not be lucky enough to find this specialized gun at an arms dealer by pure chance.

TO CHANGE THE CALIBER OF A REVOLVER

You can always adapt a revolver to a variety of the same caliber. Thus a .45 Smith & Wesson can become a .45 LC or you could change a .38 LC to .38 Smith & Wesson. Many guns are available for different calibers and can be bought that way from well-stocked gun stores. All .44 and .45 are treated as the same basic caliber in these circumstances. Any .44 can be turned into a .45 of any kind without a problem. Some guns may use different cartridges, a revolver made for .45 LC can also be loaded with the shorter .45 Smith & Wesson cartridges – but not the other way around!

The table shows how the magazine capacity in a revolver is affected when you change caliber. All same size calibers are gathered together; we do not differentiate between different .38 or .44. Add or subtract the number shown to your chosen gun's magazine capacity if you change caliber. If there is no selection the table says 0. A dash (-) means that change is not possible. We do not state the capacity in set numbers, since a normal capacity can be between 4 and 6.

CALIBER CHANGE & REVOLVER MAGAZINE

EXISTING CALIBER	WANTED CALIBER							
	.22	.27	.32	.38	.41	.42	.44	.45
.22	0	-1	-2	-3	-	-	-	-
.27	+1	0	-1	-2	-3	-	-	-
.32	+2	+1	0	-1	-1	-1	-2	-2
.38	+3	+2	+1	0	0	0	-1	-1
.41	+3	+2	+1	0	0	0	-1	-1
.42	+3	+2	+1	0	0	0	-1	-1
.44	+4	+3	+2	+1	+1	+1	0	0
.45	+4	+3	+2	+1	+1	+1	0	0

Guest Customer (Order #49645230)

CHANGING A REPEATER'S CALIBER IN ORDER TO USE IT WITH MORE REVOLVER CARTRIDGES

The cartridges for many repeaters are weak, enough to be classified as cartridges for a revolver rather than a rifle. When the difference is that small, some want to change the caliber just a little, to be able to use the same ammunition for their revolver and their repeater.

When you want to change the caliber in your repeater rifle, begin by selecting what repeater to modify from the *Weapon tables*. The table below shows what capacity your magazine will get with different calibers. If you change caliber, make sure to let the magazine capacity reflect your choice, according to the table. Not all changes will make a difference.

CHANGING A REPEATER WITH RIFLE CARTRIDGES

When you change the caliber in a large caliber repeater, begin by selecting a repeater from the *Weapon's table* to modify further. Until the summer of 1877, there were only repeaters using revolver cartridges available (56-56 Spencer is de facto a revolver cartridge too). You will need to use the rules for Inventions if you want to create a large caliber repeater earlier than that. It is however not that hard. Any half-decent inventor can construct a large caliber repeater as early as 1876 based on, for instance, the Winchester mechanism. You find more about this under the SKILLS DRAFTING and ENGINEERING in *Western Core Book I: Your Path*.

If you want to change the caliber in a large caliber repeater loaded with rifle cartridges, there are two kinds of magazines to choose from – the tube magazine and the box magazine. The tube magazine is more common. They can harbor a lot of cartridges, but takes a long time to reload. Winchester -73 is a typical example of a tube magazine, placed under the barrel. The box magazine is not available until 1879; if you want one earlier you need to invent it in game. Box magazines do not hold as many cartridges as the tube magazine, but they can be reloaded a lot quicker.

In a tube magazine, the capacity is almost entirely affected by how long the cartridges are, while their diameter is most important in a box magazine. A rifle cartridge can be anywhere from 1.6 inches long to 3.3 inches.

The table below shows the magazine capacity in different repeaters, based on the calibers available. On the *Character Sheet* you write the magazine capacity you get, based on the caliber you selected. This might be the same as the standard, or it may change slightly.

BOX MAGAZINE

The first repeater with a box magazine is released in 1879. It was created by James Paris Lee. Once it exists you can get hold of it in game, without having to use any invention rules. The table below shows the magazine capacity of a repeater rifle with a box magazine, being loaded with rifle cartridge. If the rifle cannot use rifle cartridges to begin with, simply getting a box magazine will not remedy this shortcoming. A box magazine has a set capacity depending on what caliber you select. The standard capacity of the box magazine is 5 cartridges.

CALIBER CHANGE - MAGAZINE CAPACITY IN RIFLES WITH REVOLVER CARTRIDGES

	WANTED CALIBER AND MAGAZINE CAPACITY									
SELECTED RIFLE	.22 sRF	.22 lRF	.32 s	.38	.38 LC	.44 HRF	.44 SE	.44-40	.45	.56-56
SPENCER	15	13	11	8	8	8	7	7	7	7
HENRY	29	25	22	16	15	15	13	12	12	13
WINCHESTER -66	33	28	25	18	17	17	15	14	14	15
EVANS	74	64	56	41	37	37	34	31	32	33
WINCHESTER -73, RIFLE	35	30	26	19	15	18	16	15	15	15
WINCHESTER -73, CARBINE	28	24	21	15	14	14	13	12	12	12
BURGESS	35	30	26	19	15	18	16	15	15	15

CALIBER CHANGE - MAGAZINE CAPACITY IN A RIFLE'S TUBE MAGAZINE

	WANTED CALIBER AND MAGAZINE CAPACITY									
SELECTED RIFLE	38-40	38-55	40-60	45-60	45-70	45-75	45-90	50-70	50-90	50-95
WINCHESTER -76	18	11	12	13	11	12	10	12	9	9
MARLIN	14	9	10	10	9	9	8	10	7	7

CALIBER CHANGE - MAGAZINE CAPACITY IN A RIFLE'S BOX MAGAZINE

	WANTED CALIBER AND MAGAZINE CAPACITY										
REPEATER	38-40	38-55	40-60	45-60	45-70	45-75	45-90	11mm	50-70	50-90	50-95
LARGE CALIBER RIFLE	6	6	5	5	5	5	5	5	4	4	4

Guest Customer (Order #49645230)

DIFFERENT CALIBERS FOR REVOLVER CARTRIDGES

The caliber of the cartridge (or the bullet) determines the gun's Damage Group, a calculation based on a standard long barrel (4" till 6"). The .45 LC has two versions with different Damage Groups (see table below). The lower is the official cartridge of the US Army. Read more about cartridges on page 148 and onwards. A caliber packing a lot of gunpowder comes with a strong recoil which in turn adds +1 in Weapon Speed-Modification. In the table you see how the calibers affect Weapon Speed and To Hit.

CALIBERS FOR REVOLVER CARTRIDGES

Caliber	THmod	WSmod	Damage Group
CARTRIDGES			
.22 sRF	0	-1	7
.22 lRF	0	-1	8
.27 RF	0	-1	9
ALL .32 SHORT	0	-1	10
ALL .32 LONG	0	-1	11
.38 SC	0	0	11
.38 S&W	0	0	12
.38 LC	-1	0	12
.41 sRF	0	0	11
.41 C	0	0	12
.41 LC	0	0	12
.44 R	+1	0	13
OTHER .44	0	0	13
.44-40 WIN	0	+1	14
OTHER .45	0	0	13
.45 LC (Military)	0	0	13
.45 LC (Civilian)	0	+1	14
CAP AND BALL			
.31	0	-1	10
.36	0	-1	11
.42	0	0	11
.44	0	0	12
.45	0	0	12
VOLCANICS			
.31 V	-1	0	9
.41 V	-1	0	10

DIFFERENT CALIBERS FOR RIFLE CARTRIDGES

The caliber provides the Damage Group. Revolver cartridges in rifles and carbines get +1 on the Damage Group compared to the same cartridge in a revolver. This has been taken into account in the following table, where a .44-40 cartridge's Damage Group is increased to 15. A rifle's Range is determined by the cartridge.

The Damage Group for shotguns is halved at each Range, rounded down. A 12-gauge rifle uses Damage 18/9/4/2 at the four Ranges. The LeMat revolver is instead based on the *Barrel Length of Shotguns-table*.

CALIBERS FOR RIFLE CARTRIDGES

Caliber	THmod	WSmod	Range	Damage Group
RIFLE CARTRIDGES				
.44 ES	0	0	50	13
.44 HRF	0	0	50	14
.45 LC (Military)	0	0	50	14
.38-40 WIN	0	0	50	15
.38-55 B	0	0	50	15
.40-60 WIN	0	0	100	15
.44-40 WIN	0	0	50	15
.45 LC (Civilian)	0	0	50	15
.40-70 S	0	0	100	16
.45-60 WIN	0	0	100	16
.45-70 GOV	0	0	100	16
.45-75 WIN	0	0	100	16
.56-56 RF	0	0	50	16
11 mm	+1	0	100[1]	16
.45-90 S	+1	+1	100[1]	17
.50-70 GOV	0	0	100	17
.50-95 XP	0	+1	100[1]	17
.50-90 S	+1	+1	100[1]	18
REVOLVING RIFLE, CAP AND BALL				
.42	0	0	50	12
.56	0	0	50	13
MUZZLE-LOADED RIFLES[2]				
.58	-1	+1	100	16
BREECH-LOADED RIFLES[2]				
.45	0	0	100	14
.52	0	0	100	15
VOLCANICS				
.41 V	-1	0	50	11
SHOTGUNS				
20 GAUGE	0	-1	30	15
16 GAUGE[3]	0	0	30	16
12 GAUGE	0	0	30	18
10 GAUGE	0	+1	30	20

[1] Forceful cartridge getting a 150 yards Short Range when used in Sniper Rifles. The same cartridge in other rifles or carbines will have to make due with a Short Range of 100 yards.
[2] Loaded with linen, cloth or paper cartridges.
[3] The LeMat is typically loaded with 16 gauge

Guest Customer (Order #49645230)

4. SELECT BARREL LENGTH

The barrel length of a weapon affects how much it weighs, the To Hit modifier, Weapon Speed, and the Damage Group. A long barrel increases the damage and accuracy, at the cost of speed and getting heavier. The barrel length of revolvers determines their Range. In rifles, the cartridge used is more important to decide Range, unless the barrel is extremely sawed off.

BARREL LENGTH OF REVOLVERS

The barrel length of revolvers is measured in increments of 0.5", weighing 1 ounce on average. Select the barrel length you want and adjust your gun's To Hit Modifier, Weapon Speed, Range, and Damage Group according to your choice. You could change the size of a 4" revolver barrel with 2.5" to get a 6.5" in total. This longer barrel will increase the To Hit Modifier, slow down Weapon Speed, and grant a longer Range while making the gun 5 ounces heavier. If you instead decrease the length of an 8" barrel to 4" you will end up quicker at the expense of some marksmanship bonus and a shorter Range. The gun will be lighter to handle, weighing 8 ounces less.

There is no significant cost involved in changing the barrel length of a revolver. Well-stocked gun stores could have your desired barrel length available at no charge, or you could pay a one-time fee of $2 for it. If a gun smith makes a special revolver for you, the barrel length will not affect your final price.

BARREL LENGTH OF RIFLES

Rifles are not measured in exact barrel lengths, they use four groups: Sawed Off, Carbine, Rifle, and Sniper Rifle. The difference between a repeating rifle and carbine is about 8" and 1 pound (tube magazine) or 10 ounces (when the magazine is in the buttstock, like a Spencer). For breech-loaded rifles such as Springfield Trapdoor, the same change from carbine to rifle increases barrel length 8" and the weight 1 pound. If you want to go in the other direction, just lower the length and weight instead.

SNIPER RIFLES

It will cost you $20 to turn a Rifle into a Sniper Rifle. This option is not available for carbines, and you cannot load a repeater rifle made for revolver cartridges with rifle cartridges. The $20 will affect your total price, if you create a high Quality firearm. Sniper Rifles have 4" longer barrels, weighing 7 ounces more.

SOLID SLUGS IN SHOTGUNS

When you load a shotgun with a Slug, you increase the Range 10 yards for all barrel lengths, while the To Hit modifier is 0 (the barrels are not rifled). The Damage Group is the same as a rifle's, following the same rules for decreasing at the different Ranges.

BARREL LENGTH OF REVOLVERS

Barrel Length	THmod	WSmod	Range	Damage
SNUB (1"–1.5")	-2	1	5	-1
SHORT (2"–4")	-1	1	10	-1
STANDARD (4.5"–6")	0	2	15	0
LONG (6.5"–8.5")	+1	3	20	+1
BUGGY RIFLE (9"–16")	+2	4	25	+1

BARREL LENGTH OF RIFLES

Barrel Length	THmod	WSmod	Range	Damage
SAWED OFF BARREL[1]	-2	3	25	-1
CARBINE	+1	4	100[2]	0
RIFLE	+2	5	100[2]	+1
SNIPER RIFLE[3]	+3	6	150	+2

1 The magazine capacity of sawed off rifles with a tube magazine under the barrel is cut in half, rounded down. Magazines in the buttstock and box magazines are not affected by the barrel length.
2 Weak cartridges only have a 50 yard Range. This is particularly true about revolver cartridges such as 44-40 Win. Some large cartridges, such as 50-90 Sharp get 150 yards Range in Sniper Rifles.
3 Sniper rifles have better sights, triggers, and cartridges, but are sensitive and need to be handled with care. The Damage Group is increased by +2 to reflect the increased death rate they bring.

BARREL LENGTH OF SHOTGUNS

Barrel Length	THmod	WSmod	Range	Damage
LeMat[1]	+3/+5	3	5/20	-2/±0
SAWED OFF BARREL	+6	3	10	-2
RIFLE	+5	5	30	+1

1 Revolver/Rifle

Guest Customer (Order #49645230)

5. MAKE SPECIAL SELECTIONS

There are several special selections to choose from, such as sniper adaptations and speed-loaders. Most of these require the help of a gun smith or that you order directly from the manufacturer. Both of these alternatives will cost you more than a standard firearm from the *Equipment lists*. Exactly how much will be presented at each of the selections presented here.

CHANGING SINGLE ACTION TO DOUBLE ACTION

You can choose between Single Action (SA) or Double Action (DA) revolvers. In a Single Action, the hammer needs to be cocked manually between each shot while a Double Action allows you to just squeeze the trigger to both fire and get the gun ready for its next shot. A Single Action revolver has only one option available, while Double Action leaves the decision at each shot to you. If you select to just squeeze the trigger, it will require a longer and harder trigger stroke, making you quicker between shots (Weapon Speed -1, though never be lower than 1) but less accurate (To Hit modifier -2). Double Action makes you faster. Single Action promotes marksmanship over speed.

It costs $3 to add Double Action to a revolver. This affects the Basic Price and will be included when you calculate the cost of a higher Quality revolver. Well-stocked gun stores often have several models available in Single Action and Double Action. If you find one of these (the Game Master decides), you get Double Action at no additional cost.

SNIPER REVOLVER

Sniper Rifles are enhanced Rifles optimized for marksmanship. A Revolver can be changed into a Sniper Revolver, by adding a better sight mechanism and a more sensitive trigger. It will improve your aim (To Hit modifier +1) but slow you down (Weapon Speed +1). These modifiers will be added to the other stats. A Long barreled Sniper Revolver would thus get To Hit modifier +2 and Weapon Speed 4.

The Basic Price will increase $5 when you turn your Revolver into a Sniper Revolver. These costs will multiply if you add a higher Quality. You can also buy a Sniper Revolver from a well-stocked gun store or order it from a gun manufacturer or gun smith.

EXCHANGEABLE CYLINDERS

Revolvers with exchangeable cylinders allow you to open the gun and replace an empty cylinder with a fully loaded one. You need to keep the revolver clean to avoid Fumbles (and you will Fumble on both 1 and 2 unless you have the Specialization *Weapon Care*. It takes 4 Actions to change cylinder.

A gun smith can modify an existing revolver this way, and it will increase the Basic Price $5. The cost will multiply if you increase the Quality of the gun.

PROVIDE A MAGAZINE TO A SINGLE SHOT RIFLE

You can add a magazine to a rifle that does not have one in its standard edition, which for all practical purposes will turn it into repeater. The most common way is to add a tube magazine under the barrel. This kind of rifle will never be available by chance at a gun store; the character will have to order it from a gun smith. Box magazines first show up 1879. If you want one earlier than that, use the rules for Inventions.

In order to establish the magazine capacity, we recommend that you look at similar rifles in the *Weapon tables*. Take into account that rifle cartridges often are twice as long as revolver cartridges (which are most commonly used in repeaters). Box magazines often hold 5 cartridges, but large calibers may decrease it to 4 or even 3. The Game Master decides.

Smaller series of Bolt Action rifles with magazines from manufacturers such as Sharps, Springfield, Remington, and Winchester surface 1878-80. These are often based on patents bought from smaller companies and individual gun smiths. These weapons are able to handle larger calibers and they have a magazine capacity of 3-5 cartridges.

A magazine increases the weight of the rifle. If you add a tube magazine under the barrel you can add 2 pounds to the weight, and if you choose a magazine in the stock you can increase the weight 1 pound and 10 ounces. This, of course, covers fully loaded magazines.

Adding a magazine will increase a rifle's Basic Price $10, making Quality rifles even more expensive.

LARGE CALIBERS IN REPEATERS

It is difficult to create repeating rifles with large calibers until the Winchester Centennial is released. The toggle link action of earlier repeaters is simply not strong enough, thus they had to use revolver cartridges.

Adapting a repeater for large caliber cartridges is not possible on models earlier than *Winchester Centennial*, but can be made if you create a repeater from scratch. It will however increase the Basic Price $5 and this will also have an impact on high Quality firearms.

CUT YOUR REPEATER'S MAGAZINE IN HALF

If you want to make your repeater a little quicker, you can cut the tube magazine in half (thus limiting the magazine capacity in half as well). This will decrease the weight by 1 pound and change your Weapon Speed with -1 for a one-time fee of $2.

6. ASSEMBLE THE FINAL FIREARM

Once you created a firearm according to your preferences, you add any new modifications to the stats you started out with (from the *Weapon tables*). They determine your gun's To Hit modifier, Weapon Speed, Range, and Damage Group. Calculate the final weight too, where the barrel length is important.

Guest Customer (Order #49645230)

7. CALCULATE THE PRICE

Calculate the final price by adding all costs, both those affecting the Basic Price (from the *Weapon tables* in *Core Book I*) and those resulting in one time fees.

Begin with the price stated for the weapon you selected from the start. Then add the costs for all of the modifications that affect the Basic Price. Once you got that, decide what Quality you are willing to pay for. A high Quality gun is hard to get, as it requires a very skilled gun smith willing to make an extra effort and you have to pay for it. Double the final Basic Price for each Quality Bonus you want. All parts of your gun will be done at the same Quality; you cannot make a +2 barrel and a +1 cylinder.

At the very end you add *one-time fees*, which will be just as high or low no matter the gun Quality.

COSTS WHEN CREATING YOUR OWN GUN

SELECTED CHANGE	KIND OF COST	PRICE
DOUBLE ACTION	BASIC PRICE	$3
RIFLE MAGAZINE	BASIC PRICE	$10
CUT MAGAZINE IN HALF	ONE-TIME FEE	$2
SNIPER RIFLE	BASIC PRICE	$20
SNIPER REVOLVER	BASIC PRICE	$5
EXCHANGEABLE CYLINDER	BASIC PRICE	$5
CALIBER CHANGE IN REVOLVERS	ONE-TIME FEE	$5
CALIBER CHANGE IN RIFLES	ONE-TIME FEE	$10
BARREL LENGTH	ONE-TIME FEE	$5

CONVERTING OLD WEAPONS

If you have a firearm you wish to upgrade you need a skilled gun smith. This is even more important if you have a high Quality gun; any changes made can reduce the Quality if the gun smith is unable to provide the high standard you already got. You only pay for the changes, not the Basic Price of the gun.

INVENT NEW WEAPONS

You can *invent* new weapons, such as a large caliber bolt action rifle with a magazine capacity of 8 cartridges in 1876. You must succeed with Skill Checks for Invent, Drafting/Weapons, and Engineering. Then you apply the rules for *Creating Your Own Firearms* to get the stats for your gun. Calculate the price by looking at a similar firearm in the *Weapon tables* and add the costs presented in this section. Finally, you must add $10 to the Basic Price for every new *invention* you put into your gun (every mechanism or feature not available in a gun store).

Some possible inventions are combinations such as a Smith & Wesson Schofield with a 16 gauge shotgun barrel below, reminiscent of a LeMat. Other inventions popular among players are automatic pistols, box magazines, speed-loaders for revolvers, and clips with cartridges for rifles with box magazines.

EXAMPLE

"Where is my Schofield?" Smiley's first thought as he woke up from surgery at Cato's clinic was of his gun. "It cost me a fortune, please say you brought it here?" Tomaso smiled at his friend as he gave him back his precious revolver.

We will use Smiley's Smith & Wesson Schofield in .45 LC caliber, *with a long barrel and Double Action to show the 7 steps of the system to* Create Your Own Firearms.

STEP 1 – *We decide to create a revolver.*

STEP 2 – *We choose a* Smith & Wesson Schofield *and write down all of the stats on the special* Create Firearm Sheet.

STEP 3 – *We change the caliber from .45 Smith & Wesson to .45 LC (Civilian) and write it down. The Damage Group is 14 and Weapon Speed is increased by +1 due to the strong recoil. The magazine capacity does not change since we switched one caliber .45 for another.*

There is a $5 one-time fee for changing caliber.

STEP 4 – *We keep the Schofield's long barrel and write down the stats (from the table on the previous spread): +1 To Hit modifier, Weapon Speed modifier +3. Combined with the large caliber, we get Weapon Speed 4 and we increase the Damage Group +1 to 15.*

STEP 5 – *Double Action increases the Basic Price $3, which we write down. We check the rules on Double Action, noting that we get To Hit modifier -2 and Weapon Speed -1 when we keep the trigger squeezed to fire again. Double Action is quicker, but less accurate.*

STEP 6 – *Smiley's Schofield is now done: a Smith & Wesson Schofield loaded with .45 LC (Civilian), using Damage Group 15, +1 in To Hit modifier and Weapon Speed 4. In Double Action the To Hit modifier is -1 (+1 -2) and Weapon Speed 3 (4 - 1). It weighs 2 pounds and 7 ounces, as the standard model.*

STEP 7 – *A regular Schofield costs $16. Double Action increases the Basic Price $3, to $19. Quality +2 doubles the price for each bonus step, increasing the price to $133 (19 + 38 + 76). Switching caliber is a one-time fee of $5, added at the end. The final cost is $138 (133 + 5).*

Guest Customer (Order #49645230)

HOLSTERS

There are multiple ways to carry your weapons with you. If you have a solution other than a holster, talk to your Game Master to decide how fast you draw. All descriptions here on assume you are right handed.

ARMY HOLSTER

A leather holster with a lid that, if closed, keeps the gun from slipping out. It is carried on your right side with the butt pointing forward. You draw it with your left hand, since the army believes cavalry men need the right hand to hold the reins.

BRIDGEPORT RIG

Install a modified hammer screw with a large head on a revolver. Then insert the screw head into the rig (a metal plate with rivets, attached to a belt). The gun is held in place and the shooter can rotate the revolver to fire without removing it (a Hipshot, with Draw 1).

CROSS

Wear it on your left side with the butt pointing forward. You draw the revolver with your right hand.

CROW

A variation of the Cross holster. You carry it on your left side, but more on the stomach than the hip. The butt points forward. You draw with your right hand.

DOUBLE HOLSTER

When you put two holsters on your belt you call it a Double Holster. It could be two identical holsters or a combination, such as a Gunslinger to draw with your right hand and a Twist for the left.

GUNSLINGER

A stylish holster worn low on you right thigh, tied in place with leather straps around the leg. The butt points backwards and you draw with your right hand. It is popular among gunslingers. People take for granted that whoever has this is dangerous and ruthless.

ON A STRING

The revolver is hanging on a string or a leather strap, either around your neck or at your right hip. A knot is tied around the butt. If you keep the revolver at your left side, you can still draw it with your right hand.

SADDLE HOLSTER

Saddle holsters for rifles and carbines are attached to your horse's saddle. If they are attached at the front with the butt pointing forward, they are easy to draw while you are riding. The army's saddle holster is at the back of the saddle, the butt pointing backwards.

SHOULDER HOLSTER

If you do not want to draw attention to your gun, choose a Shoulder Holster. Wear it under your left armpit butt pointing forward. Draw with your right hand.

SLEEVE HOLSTER

Small weapons such as a derringer can be worn in your sleeve in a specially rigged holster on rails. Use a Skill Check for Sleight of Hand when you draw. A success means you will surprise your opponent. Fail and you will either be detected as you draw, or maybe not even manage to get the gun in your hand.

STANDARD HOLSTER/SHEATH

This standard model of a holster or sheath is typically attached to your belt at the waist, carried at your right side with the butt pointing backwards. You draw with your right hand. This is the most common holster among all those who seldom use your weapon.

TWIST

Wear it with the butt pointing forward. No matter which side it is on, you can draw with any hand. You quick draw with the same hand the holster is on, pointing the barrel towards your own body as you draw. If you Fumble, you are in danger of shooting yourself.

WAIST/BELT

You have stuck the revolver at your waist in your belt or your trousers. If you Fumble when you draw you may accidentally shoot yourself.

HOLSTERS AND HOW FAST YOU DRAW

HOLSTER (REVOLVER/KNIFE OR RIFLE)	DRAW
ARMY HOLSTER, OPEN/SHUT (REVOLVER)	3/5
BOOT (DERRINGER/KNIFE)	4
BRIDGEPORT RIG (REVOLVER)	2
BUGGY RIFLE-HOLSTER	6
CROSS HOLSTER (REVOLVER)	3
CROW (REVOLVER)	2
GUNSLINGER (REVOLVER)	2
ON A STRING (REVOLVER)	3
SADDLE HOLSTER (CARBINE/RIFLE)	5/6
SCABBARD, CARRIED ON BACK (RIFLE)	9
SHEATH, CARRIED ON BACK (THROWING KNIVES)	2
SHOULDER HOLSTER (REVOLVER/KNIFE)	4
SLEEVE HOLSTER (DERRINGER/KNIFE)	3
STANDARD HOLSTER/SHEATH (REVOLVER/KNIFE)	3
TWIST (REVOLVER)	2/3
US ARMY'S SADDLE HOLSTER (CARBINE/RIFLE)	7
WAIST/ BELT (REVOLVER/KNIFE)	4

Guest Customer (Order #49645230)

★ HOLSTERS ★

ARMY HOLSTER

SHOULDER HOLSTER

BRIDGEPORT RIG

WAIST/BELT

Guest Customer (Order #49645230)

CROW

DOUBLE HOLSTER

GUNSLINGER

ON A STRING

Guest Customer (Order #49645230)

★ HOLSTERS ★

CROSS HOLSTER

STANDARD HOLSTER

SLEEVE HOLSTER

TWIST

Guest Customer (Order #49645230)

CARTRIDGES

HISTORY

Even experienced shooters had to spend time to reload a musket in the 17th Century. The procedure was slow and elaborate. Cartridges evolved out of a need to gain speed when reloading and shooting. The first cartridges were packages of paper with a bullet and powder for one shot. To load your gun, you tore off a corner of the cartridge and poured the powder into the barrel, folded the paper and used it to push the bullet and the paper down the barrel too. After adding a propellant into the chamber, the firearm was ready to use. This procedure was faster than loading with a powder flask and bullets, but not by much.

These early cartridges showed up as early as the 16th Century, but remained rare since paper was expensive.

In the early 19th Century the integrated cartridges of paper or cloth first saw the light of day. They consisted of gunpowder, a bullet, and a percussion cap. They were used during the Civil War, for instance the Sharps Carbines were loaded with this new kind of cartridge. Most revolvers, such as Colt Army, had cartridges made of silk, filled with a bullet and gunpowder. One cartridge was pushed down in each of the chambers in the cylinder and then the percussion caps were put in place to make the gun ready to fire. Compared to loading with bullets, powder flask, and sabot, the satin cartridge only took half as long to load. The only problem was that remnants of the cartridge's paper or cloth-casing sometimes got stuck and could be difficult to remove from the chamber or the barrel.

GUNPOWDER OF DIFFERENT KINDS

The most common kind of gunpowder in *Western* is black powder. It consists of saltpeter, charcoal, and sulfur. It was most likely invented in China in the 9th Century. Black powder is sensitive to humidity and sulfurous impurities wear down the weapon's metallic parts, especially the inside of the barrel. When you fire a black powder weapon, a white misty cloud surrounds it. Battlefields are usually shrouded in a white mist, making it hard to see what is going on. If you try to shoot from an ambush, the problem is the opposite. The white mist gives your location away.

In 1885 Paul Vieille invents the first smokeless powder in France. The Swede Alfred Nobel modified his recipe in 1887, calling his more powerful result *Ballistite*. His mixture is copied by a former associate and patented by him in England as Cordite. The first cartridges using *Cordite* are released in 1888 and quickly become popular. During the decade that follows they replace the black powder cartridges. The smokeless powder creates almost no smoke when fired and are not as sensitive to humidity as black powder.

INTEGRATED CARTRIDGES

PAPER/CLOTH CARTRIDGES (WITH A PERCUSSION CAP)

The Swiss gunsmith Jean Samuel Pauly invented the first and easiest form of integrated cartridge in Paris 1808 in collaboration with the French gunsmith François Prélat. Their cartridge consisted only of a casing of paper or cloth around a black powder charge and a bullet. At the bottom, a percussion cap was placed. There were several ways to ignite this cartridge, such as an ignition pin in a rifle or by using a percussion cap in revolvers and rifles. The military started using this cartridge at a regular basis around 1850.

PAPER/CLOTH CARTRIDGE

PINFIRE CARTRIDGES

The French gunsmith Casimir Lefaucheux invented the pinfire cartridge in 1836. During the decade that followed it was developed and spread around the world. There were revolvers made for pinfire cartridges as early as the end of the 1840s. The cartridges are made of paper (or metal , from the 1850s) and consist of a powder charge, bullet and a primer within the powder. The primer is attached to a pin rising up through the casing, usually at the bottom of the cartridge. Some shotgun shells are still pinfire models in 1876, even if more modern cartridges are taking ever larger market shares.

PINFIRE CARTRIDGE

Guest Customer (Order #49645230)

RIMFIRE CARTRIDGES

Another French gunsmith, Louis-Nicolas Flobert, developed the first rimfire cartridge in 1845. It was basically just a percussion cap without a gunpowder charge and a very light bullet used for marksmanship contests indoors. This Flobert Cartridge was the inspiration for the development of metal cartridges of pinfire model and eventually led to Smith & Wesson developing their .22 caliber rimfire cartridge (short Rimfire, abbreviated sRF) in 1857. As the name suggests, there is a primer around the rim at the bottom of the cartridge.

RIMFIRE CARTRIDGE

CENTERFIRE CARTRIDGES

Centerfire Cartridges is the most advanced cartridges available in the west. They are developed from the rimfire cartridges, but have a primer in the center of the cartridge's bottom instead of at the rim. Two inventors are believed to share the credit for this invention; the American Hiram Berdan (his patent is from March 1866 in New York) and the English Edward Mounier Boxer, who got his patent in England in 1866. The two patents are a bit different in how the firing mechanism works; the Boxer Cartridge is easier to reload while the Berdan Cartridge is cheaper to produce. The US Army tends to prefer the Berdan Cartridges, to keep costs down.

CENTERFIRE CARTRIDGE

SMITH & WESSON'S AND ROLLIN WHITE'S PATENT

In 1855 the gunsmith Rollin White got a patent that included a bored-through revolver cylinder. At the time he worked at Colt's Patent Firearms Manufacturing Company, but they were not interested in his patent for several reasons. White contacted Smith & Wesson instead and on November 17, 1856 they signed a contract giving Smith & Wesson the exclusive right to manufacture revolvers with a bored-through cylinder.

Together they sued gun manufacturers for infringing on the White patent, and won most of these cases. As a general rule, the manufacturers who got sued were allowed to continue their production as long as they paid a royalty to White. It was usually older revolver models being converted for cartridges. When the time for the patent to expire was closing in, he tried to get an extension. The congress granted him this extension through a vote but President Ulysses S. Grant stopped it with a veto on January 11, 1870.

From then on, all who wanted could manufacture bored-through revolver cylinders without paying White. There had been many such revolvers already, but after 1870 they flooded the market.

CARTRIDGES IN WESTERN

These are only a fraction of all cartridges available in the US during the late 19th Century. There is a wide variety of cartridges from many manufacturers. Every cartridge in this compilation is also available in different versions, changing the amount of gunpowder or the bullet's weight. Some prefer heavy bullets with little gunpowder. Others want a lighter bullet while packing more gunpowder into the cartridge. This will not affect the DAMAGE GROUP. Well-stocked gun stores have hundreds of cartridges and versions available. We will describe one standard cartridge of each kind, though this is an over-simplification.

In the descriptions we state the weight of the bullet and the gunpowder in *grains*. 1 grain is 1/16 gram. The caliber is measured in thousandths of an inch. Rifle cartridges often state the caliber and the gunpowder charge. For instance, a .45-75 cartridge has 45 thousandths of an inch caliber and is loaded with 75 grains of black powder.

PINFIRE CARTRIDGES

12 MM LEFAUCHEUX (12 MM) 10%

This cartridge was made for the French revolver Lefaucheux model 1858, which both sides used during the Civil War. The cartridge is weak compared to those in large caliber percussion revolvers. It was replaced by large caliber cartridges as they got more common by the end of the war. It is hard to find this cartridge after the 1870s. A standard 12 mm cartridge has a 208 grains bullet and 9.7 grains of gunpowder.

Guest Customer (Order #49645230)

ROCKET BALL AMMUNITION

.31 VOLCANIC (.31 V) AND .41 VOLCANIC (.41 V) 10%

Rare cartridges only used in Volcanic's lever action weapons. They consist of a hollow lead bullet filled with gunpowder and a primer at the bottom. It was manufactured from 1856. The ammunition is weak and unreliable and was replaced by rimfire cartridges when they became available. .31 and .41 are used for both revolvers and rifles. Standard cartridges have a 100 grain bullet in .31 V or 120 grains in .41 V. The gunpowder charge is only 6.5 grains in both versions.

RIMFIRE CARTRIDGES

.22 SHORT RIMFIRE (.22 sRF) 99%

.22sRF is a classic cartridge. It revolutionized the industry when it came 1857. It was made for Smith & Wesson's First Model Revolver in 1858 and is still in use, but has seen major changes over the years. Until 1871 it was simply known as .22 Rimfire, when the cousin .22 Long Rimfire was released. It can be used in both revolvers and rifles. A standard .22 sRF cartridge has a 29 grains bullet and 4 grains of gunpowder.

.22 LONG RIMFIRE (.22 lRF) 90%

.22 lRF is a classic cartridge from Smith & Wesson, from 1871. Used in both rifles and revolvers. In 1880 came the .22 Extra Long. A standard .22 lRF cartridge has a bullet of 29 grains and 5 grains of gunpowder.

.27 RF 2%

This rare cartridge is only used in the French Apache revolver Louis Dolne Black designed around 1860. This cartridge came out in 1869; until then it was loaded with a .22 sRF. A standard .27 RF cartridge has a 90 grains bullet, using 8 grains of gunpowder.

.32 SHORT RIMFIRE (.32 sRF) 90%

.32 sRF was created by Smith & Wesson 1860. A very popular cartridge during the late 19th Century, used in both rifles and revolvers. A standard .32 sRF cartridge has a bullet of 80 grains, using 10 grains of gunpowder.

.32 LONG RIMFIRE (.32 lRF) 90%

Smith & Wesson released an extended version of their .32 sRF(a rimfire cartridge) in 1868, which was intended for their revolvers. It quickly became popular to use in rifles as well. It was replaced by more modern .32 cartridges in the 1870s. A standard .32 lRF cartridge has 90 grains bullet and 15 grains of gunpowder.

.41 SHORT RIMFIRE (.41 sRF) 90%

.41 sRF is the classic cartridge for derringers. National Arms Company began making it in 1863, but the cartridge was so weak it was only used in derringers and similar small arms. A standard .41 sRF cartridge has a bullet of 130 grains and 13 grains of gunpowder.

.44 HENRY RIMFIRE (HRF) 70%

Benjamin Tyler Henry released this cartridge for lever action rifles in 1860 and it became as popular as his rifle. Many revolver companies made guns for this cartridge. Due to ballistics, it lacked accuracy at distances beyond 50 to 75 yards. .32 sRF is replaced by more modern cartridges in the 1870s. This cartridge is used in revolvers as well as rifles. A standard .44 HRF has a 200 grains bullet and 28 grains of gunpowder.

.56-56 RIMFIRE (.56-56 RF) 60%

This cartridge was created for the Spencer repeater in 1860. There were many other versions of it, such as the .56-52 RF and .56-50 RF. The -56-56 RF was also used for the Ballard and Joslyn carbines during the Civil War. This cartridge suffered from the same lack of accuracy at distances beyond 50 to 75 yards as the .44 HRF. A standard .56-56 RF cartridge has a 350 grains bullet and 45 grains of gunpowder.

CENTERFIRE CARTRIDGES FOR REVOLVERS

.32 S&W 80%

Smith & Wesson introduces this cartridge in 1878. It is primarily intended for their own revolvers and self-defense at close quarters, called *'card table distance'*. Card sharps love it. A standard .32 S&W has a 98 grains bullet and 10 grains of gunpowder.

.32 LONG COLT (.32 LC) 70%

.32 LC was released in 1873, intended for the Colt New Line revolver. The cartridge was more popular in Europe than the US, which among other things showed when new revolvers were released. Colt was almost the only company in the US making guns using this cartridge. A standard .32 LC cartridge has a 90 grains bullet and 15 grains of gunpowder.

.38 SHORT COLT (.38 SC) 75%

There was a demand for converting old percussion revolvers to cartridges after the Civil War. Colt created this cartridge in 1870 to meet this demand. It is especially made for converted .36 percussion revolvers. A standard .38 SC cartridge has a 130 grains bullet and 15 grains of gunpowder.

.38 LONG COLT (.38 LC) 60%

Colt began production of this cartridge in 1875. It has more impact than the .38 Short Colt, but lacks accuracy and never gains popularity out west. A standard .38 LC cartridge has a 150 grains bullet and 20 grains of gunpowder.

.38 S&W 75%

Smith & Wesson releases this classic cartridge 1877, used by the British Army. A standard .38 S&W cartridge has a 200 grains bullet and 20 grains of gunpowder.

Guest Customer (Order #49645230)

.41 COLT (.41 C) 70%

.41 C is a modern version of the rimfire cartridge from 1863. It is almost identical to its predecessor and was released in 1871. A standard .41 C cartridge has a 200 grains bullet and 15 grains of gunpowder.

.41 LONG COLT (.41 LC) 80%

Colt introduces this cartridge in 1877, to be used with their new revolver Thunderer. It is a good cartridge, but it never gains popularity. Thunderer is one of Colt's few failures. A standard .41 LC cartridge has a 200 grains bullet and 20 grains of gunpowder.

.44 AMERICAN (.44 AM) 40%

Smith & Wesson began making this cartridge in 1869 for use with the Smith & Wesson Model 3 revolver – often called Smith & Wesson American, due to this cartridge. The US Army used Smith & Wesson Model 3 (with this cartridge) as a standard between 1871 and 1873. Many other companies made revolvers for this cartridge. A standard .44 Am cartridge has a 200 grains bullet and 25 grains of gunpowder.

.44 BULLDOG (.44 B) 80%

.44 B is a generic name for many of the American .44 Short cartridges that were made during the 1880s. This cartridge was used for large caliber pocket revolvers from different companies and became popular in the US. A standard .44 B cartridge has a 170 grains bullet and 15 grains of gunpowder.

.44 COLT (.44 C) 70%

This classic cartridge came in 1871 and was often used in converted percussion revolvers of .44 caliber. The Colt Army (from 1860) was often converted to this particular cartridge; Colt even made it with that conversion in mind. The US Army used this cartridge until 1873, when they switched to .45 Long Colt instead. A standard .44 C cartridge has a 225 grains bullet and 28 grains of gunpowder.

.44 RUSSIAN (.44 R) 40%

A modern cartridge where the bullet has a smaller diameter than the shell, which leads to less lead deposits in the barrel and a higher pressure to be generated in the cartridge. The downside is that the revolver cylinder has to be bored through twice with different diameters since the shell is larger than the bullet. Smith & Wesson introduced this cartridge 1870. The .44 R can only be loaded into revolvers made for this cartridge, since other revolvers can be damaged by it. It is appreciated among marksmen, since it is more accurate than other ammunition. It was developed for the Russian Army and their huge order of Smith & Wesson Russian revolvers. A standard .44 R cartridge has a 246 grains bullet and 23 grains of gunpowder.

.44 WEBLEY (.44 W) 20%

The British gun manufacturer Webley releases their .44 Webley cartridge in 1868. In England it is known as the .442 Webley. The cartridge soon gains popularity in the US too, where it is renamed. It is primarily used in pocket revolvers of different kinds. A standard .44 W has a 220 grains bullet and 19 grains of gunpowder.

.44-40 WINCHESTER (.44-40 WIN) 99%

Winchester's first centerfire cartridge is released in 1873 and immediately turns out to be a huge success. It was intended for their lever action repeater rifle Winchester -73, but soon became the cartridge of choice for many rifles and revolvers made by other gun companies. A huge advantage with the .44-40 Winchester cartridge is that you can use it in rifles as well as revolvers, which makes it possible to travel with only one kind of cartridge for all of your weapons. The cartridge has a huge impact and strong recoil when used in revolvers. A standard .44-40 WIN cartridge has a 200 grains bullet and 40 grains of gunpowder.

.45 ADAMS (.45 A) 10%

This was originally a British cartridge called .450 Adams, intended for cartridge converted Beaumont-Adams revolvers. It soon became popular in the US as well, but under the name of .45 Adams. Both Colt and Smith & Wesson made revolvers intended for use with this cartridge from 1868. A standard .45 A cartridge has a 225 grains bullet and 25 grains of gunpowder.

.45 S&W 40%

Smith & Wesson introduced this cartridge in 1875, intended for use with their Schofield revolver. Both the gun and the cartridge gained popularity and the US Army became a customer from the very start. A standard .45 S&W cartridge has 230 grains bullet and 28 grains of gunpowder.

.45 LONG COLT (.45 LC) 95%

Colt developed this cartridge for their Colt Single Action Army revolver, released in 1873. The .45 Long Colt cartridge was released a year earlier in 1872 and became an instant success. The US Army immediately bought it for their troops. The cartridge is developed in two basic versions, a powerful Civilian version with 40 grains of gunpowder and a Military variety with only 28 grains of gunpowder. Both of these versions use a bullet weighing 230 grains. The .45 LC (Civilian) carries a lot of punch and its recoil when used in revolvers is strong. This adds +1 to its To Hit Modifier and Weapon Speed.

.577 WEBLEY (.577 W) 10%

.577 Webley is larger than all other revolver cartridges. It has a high Damage Group but the gun gets slower.

Guest Customer (Order #49645230)

CENTERFIRE CARTRIDGES FOR RIFLES

.38-40 WINCHESTER (.38-40 WIN) 50%

In spite of its name, this is a cartridge in caliber .40. Winchester introduced it in 1874 as an alternative to their popular .44-40 model. .38-40 Winchester is a rather weak cartridge, best suited for small deer and similar prey. A standard .38-40 WIN cartridge has 180 grains bullet and 40 grains of gunpowder.

.38-55 BALLARD (.38-55 B) 25%

Ballard Rifle & Cartridge Company began production of this cartridge in 1876. It quickly became popular and many companies, including Marlin and Winchester, released weapons intended for use with the .38-55 Ballard during the 1880s and 1890s. The cartridge is known for its accuracy at 300 yards distance. A standard .38-55 B cartridge has a 255 grains bullet and 55 grains of gunpowder.

.40-60 WINCHESTER (.40-60 WIN) 60%

In 1884 this weaker cartridge for the Winchester Centennial was released, as well as brand new factory made rifles adapted for use with it. The .40-60 Winchester is well suited for stags and similar game. Many hunters appreciate the weaker recoil and high accuracy. A standard .40-60 WIN cartridge has a 210 grains bullet and 60 grains of gunpowder.

.40-70 SHARPS (.40-70 S) 75%

Sharps introduced this cartridge in 1876. It was also known as .40-65, since it is often loaded with 65 grains of black powder. It was appreciated but not as popular among the big game hunters as the larger, more powerful Sharps' cartridges. A standard .40-70 S cartridge has a 330 grains bullet and 65 grains of gunpowder.

.44 EVANS SHORT (.44 ES) 20%

This weak cartridge is not reliable at long distances, but was released in 1875 for use with Evans' repeater. Two years later the company introduced the New Model Evans Repeating Rifle in caliber .44 Evans Long together with a new cartridge with a larger gunpowder charge. It was not enough, as neither the cartridges nor the rifles became successes. Winchester still kept the cartridges in production for decades. An Evans Short has a 215 grains bullet and 28 grains of gunpowder, while an Evans Long has a 280 grains bullet and 40 grains of gunpowder.

.45-60 WINCHESTER (.45-60 WIN) 50%

Winchester introduces new cartridges for their rifles during the 1870s. This rather weak cartridge for the Winchester Centennial came 1879. It is intended for stags at short distances. The bullet is not heavier than in the .40-60 WIN. A standard .45-60 WIN cartridge has a 300 grains bullet and 60 grains of gunpowder.

.45-70 GOVERNMENT (.45-70 GOV) 95%

.45-70 Gov was created for use with the army rifle Springfield Trapdoor. The US Army purchased the rifle and the cartridge in 1873. The cartridge became popular among hunters and civilians too. It is forceful, especially in versions with a heavier lead bullet available from 1879. The cartridge can be used against buffalos and big game. A standard .45-70 GOV cartridge has a 405 grains bullet and 70 grains of gunpowder.

.45-75 WINCHESTER (.45-75 WIN) 60%

Winchester did not release a repeater made for rifle cartridges until 1877. The *Winchester Centennial*, also called *Model 1876*, was launched in .45-75 caliber. It is a strong cartridge capable of killing an enraged bear, though not by much. A standard .45-75 WIN cartridge has a 350 grains bullet and 75 grains of gunpowder.

.45-90 SHARPS (.40-90 S) 50%

Sharps made this cartridge from 1877, intended for their rifles. It is strong and accurate even at a distance, suited for big game hunting. You can also use .45-70 cartridges in single shot rifles made for this cartridge, which made it popular among hunters out west. A standard .45-90 S cartridge has a 500 grains bullet and 90 grains of gunpowder.

.50-70 GOVERNMENT (.50-70 GOV) 95%

This was a standard cartridge within the US Army between 1866 and 1873, when it was replaced by the .45-70 Government. The cartridge was made for the new army rifle Springfield Trapdoor (Model 1866). The cartridge became an instant success among hunters. A standard .50-70 GOV cartridge has a 450 grains bullet and 70 grains of gunpowder.

.50-90 SHARPS (.50-90 S) 50%

Sharps released this strong cartridge in 1872, intended for buffalos and other big game. It is often called the "*Big Fifty*" and is considered extremely accurate at long distances. It is replaced by weaker calibers towards the end of the 1870s. A standard .50-90 S cartridge has a 550 grains bullet and 90 grains of gunpowder.

.50-95 EXPRESS (.50-95 XP) 50%

Winchester introduces this extremely strong cartridge in 1879, intended for Winchester Centennial. It was successful among big game hunters. A standard .50-95 XP has a 300 grains bullet and 95 grains of gunpowder.

11 MM MAUSER (11 MM) 40%

The 11 mm is a reliable modern German cartridge for the Bolt Action rifle Mauser, Model 1871. Both the rifle and the cartridge can be found in the US, at least in well-stocked gun stores. A standard 11 mm cartridge has a 370 grains bullet and 77 grains of gunpowder.

Guest Customer (Order #49645230)

ANIMALS & CHASES

Guest Customer (Order #49645230)

THE WILDERNESS

He stood absolutely still. It had been a steep climb, but once he saw the view from up here it was worth it. He could see the valley beneath him and the mountains far away. He took a deep breath and exhaled in total silence, so as not to stir the mountain lion a dozen yards or so from him. How anyone could feel anything but humble awe when seeing God's Creation this beautiful and serene was beyond him.

Ever so slowly he raised his rifle, aiming at the big cat. Still, it did not feel right, even though he had already been paid to protect the cattle in the valley and the fur would bring in a nice bonus.

He lowered his gun. He would not shoot it. Not today.

The American West is characterized by its spectacular wide open spaces. Fortune hunters pursue their dreams of a better life here, ignoring all dangers of the frontier. Some want a piece of land to build a home. Caravans and the Homestead Act help them make this leap of faith; they will not go alone and the land will be there waiting for them. Others get struck by gold fever, dream of adventure, or want to be part of the railway expansion.

BASIC TERRAIN TYPES

Later in this chapter you will find a system for Chases in different kinds of terrain. While describing the system you will also get a detailed presentation of these terrain types – how the landscape can change as you travel through it, how cumbersome it can be to pass and typical hurdles that might come in your way.

MOUNTAINS

Mountains are rugged and sparsely populated. The view from a hill top can be enchanting. At the same time, the altitude differences and growth sometimes make it hard to see very far. Small settlements may appear out of nowhere, while a place you are looking for can be hard to find. Prospectors spend most of their time in mountains and mining camps. A camp may appear or get abandoned almost over night, due to their yield and rumors of new findings elsewhere.

The Rocky Mountains is the largest range in the US, spanning the entire nation from north to south. In the north the vegetation is mostly coniferous or deciduous forests with green valleys. The south brings a more rugged sandstone landscape where pine, mesquite, and cacti are common. In the East you find the Appalachians, where forests dominate the growth.

It is draining to climb mountains; thus you take more Con Loss here than in easier terrains. You may encounter hurdles such as cliffs that people can solve by climbing, but mounts cannot follow. Driving a wagon where there is no road to follow is even worse. Those who spend a lot of time in the mountains often choose a mule, donkey, or hinny rather than a horse.

RIVERS

Rivers have been essential for how trade and communications have been able to expand. The most fertile soil is close to rivers. Transportation has relied heavily on the waterways and most harbors are prosperous, even though the railroad has begun to take over. Unfortunately many epidemics have also used modern transportation to spread further than they used to.

Mississippi River is one of the most important rivers in the US, spanning the country from north to south. A lot of adventures may take place along the mighty Mississippi, with its scoundrels, adventurers and even pirates. The Union was able to take control of the Mississippi during the Civil War, which many believe was decisive for the outcome of the War. The Rio Grande flows along much of the border between the US and Mexico, making this grand river even more important.

Rivers may be as challenging to pass as they are to travel on. Finding good crossings are essential.

Guest Customer (Order #49645230)

PRAIRIE

The wide open spaces of the prairie are the face of most of the Midwest, from Montana and North Dakota up north to Texas down south. It is the homeland of the Plains Tribes and gigantic buffalo herds used to live here. Ever more settlers travel west and railroads are built across the entire nation. Still most of the flat prairie remains undisturbed.

Travelling the wide open spaces is easy, with ample feed and water for men and beasts alike. On the downside, shelters are hard to find when extreme weather such as storms or tornados threatens or if a fire runs wild. You may encounter Natives, be it peaceful tribesfolk or raiding renegades. Many soldiers have gone west in recent years to protect the newcomers – mostly settlers and prospectors. You may encounter people of all kinds here.

FOREST

There are lots of undisturbed forests all over the US, but especially up north where the coniferous trees dominate. The further south you go, the more deciduous the forests get. On the East Coast there are many almost impenetrable forests. Many of the Civil War battles in Virginia took place in this wilderness. Water and food is easy to find, and wildlife is abundant. On the downside it can be hard to travel when there are no roads, especially when you try to maneuver wagons in a dense forest or get past fallen trees, large roots on the ground, or thick and low vegetation covering the ground.

SWAMP

Vast marshlands span large parts of the South Coast, especially along Louisiana and Mississippi. The swamps are often boggy and marshy. The growth goes in a dark green. The tall tree tops of the mangroves block much of the sunlight from penetrating its way to the ground. Roots of many kinds can trip you, not the least aerial roots. Lianas and other thick and low vegetation also make it harder to set your feet right.

Most significant for swamps are the abundance of water, where solid ground is not that common. Still, using a flat boat works best, since it is not that deep most of the time. It is safer to be in a boat than to swim. Alligators may look slow and lazy, but they move surprisingly fast in the water. Once on the ground most people can outrun them. The dusky light, mist, and shadows works well for eerie and spooky scenarios.

DESERT

In the southwest you find huge deserts, such as the Mojave in Arizona. This stone desert is characterized by scant growth and dry heath. In New Mexico you find the vast sand desert White Sands and a salt desert close to the Texas border. Deserts are typically flat. Combined with the lack of water and shelter it can be very taxing to travel this area; you take extra Con Loss and the dehydration may be life threatening.

The lack of shadow and shelter daytime makes the heat almost unbearable, with a peak at High Noon. Try to shield yourself from the sun and rest at this time, if possible. Nights can get very cold in the desert.

Guest Customer (Order #49645230)

ANIMALS OF ALL KINDS

There is a rich abundance of wildlife in the US. This section will mention but a few of the species you may encounter. We have settled for typically American animals as well as some we believe will be brought into play one way or another. On the large Animal Table you will find stats for animals in combat as well as an estimate of how much food you may get from them.

We have made some crude distinctions between different kinds of animals, such as *Birds, Herbivores, Insects,* and *Predators*. What an animal eats will have an impact on their behavior against other species.

Predators make their living on defeating and eating other animals. Their attacks are often explosive and from an ambush. When they do not eat or feast on their prey they stay mostly still, careful not to not waste their energy. This behavior is most visible when you look at felines, even if they also like to play with their food for fun not killing their defeated prey right away but enjoying the hunt for a little while. At times bigger and more dangerous predators chase away weaker competitors from the prey they just defeated. The opposite – a weaker predator taking on a larger one – does not happen. Instead the weaker ones reluctantly give up their meal, since it is easier for them to kill new prey than start a fight they are likely to lose.

Humans are usually left alone by predators, since we are not part of their regular diet. This might change however, if their usual prey is nowhere to be found and their hunger is getting worse. A wounded predator may also act aggressively, erratic, and unpredictable, making them more dangerous. Characters had better keep track of their offspring too. You should never get between any animal and its children since they will do all they can to protect their young ones. Even grass-eaters may turn into wild beasts if they perceive you as a threat to their kids.

This goes for all animals feeling trapped and cornered. At times several animals protect the rest of the herd. Males often show off by being aggressive in general. Lastly, look out for animals such as bears, that may view humans as a threat to be scared away by any means necessary.

How wildlife is set up is closely related to the terrain and the climate where they live. Not even deserts are void of life, but you may not find much prey to hunt or eat. For sustenance there are few terrains as good as forests, prairies, and river valleys. Both humans and the wildlife can find their fill to eat most of the time. Mountains may be rugged, but they harbor both game and predators such as mountain lions and bears. Insects and reptiles are a large part of the wildlife in swamps, where few living things are as feared as alligators.

BIRDS

EAGLE

Eagles are mighty birds of prey. They are large with broad wings and tails. They live in the mountains chasing game such as rabbits. These sharp sighted hunters are known to carry prey weighing a lot more than themselves. Humans hunt them for their feathers and some try to take eggs from their nests. An eagle defending its nest is a formidable foe. The bald eagle is a symbol of the United States.

OWL

Owls come in many sizes, but they all have better hearing than eyesight and they hunt at night. They can rotate their heads to see what is beside them – up to a 270° rotation. They sustain themselves on living prey.

VULTURE

Wherever there are cadavers you will find these scavengers close by. If you see a kettle of vultures hover in the distance, it may be worth exploring what they have found. It could be dead people, not only animal carcasses. The deaths could be due to natural reasons, or it could be the scene of a murder or a massacre.

POISONOUS ANIMALS

These animals protect themselves with venom rather than violence. You find the toxic effects they have on humans if you read page 104-105.

COPPERHEAD

At times called *Land Moccasins*, they are about 1 yard long and live on the East of the US, except Florida. They are seldom able to kill a human with their poison, but the experience can be so intensely painful that some victims die from shock.

CORAL SNAKE

This venomous snake is less than 1 yard long. Its slender body is striped in red, yellow, and black. The best known variety of this species is the *Harlequin Snake*, which is common in the south. It is extremely poisonous; without help, you may die from its bite.

GILA MONSTER

Gila Monsters mostly live in deserts. Their poison is not lethal for humans but it is painful. When a Gila

Guest Customer (Order #49645230)

EAGLE

VULTURE

GILA MONSTER

SCORPION

CORAL SNAKE

RATTLESNAKE

has clamped down its jaws it never lets go. Their skin is rough, speckled, and they can measure up to 20 inches long.

RATTLESNAKES

Rattlesnakes are the most common and dangerous snake in the west. Their tails end in a rattle which they shake when they feel threatened. Their strong venom may kill you if you do not get help in time.

DIAMONDBACKS are recognized by the diamond-shaped pattern all over their 50-55 inches long bodies.

SIDEWINDERS are also known as *Horned Rattlesnakes*. They are 20 inches long and can only be found in southwestern deserts. Their peculiar sideways movement leaves a distinctive mark in the sand; parallel and unconnected lying Js. No other snake leaves a similar trail. The hard outgrowths just above their eyes look like horn, hence the name *Horned rattlesnake*.

TEXAS RATTLESNAKES live on the prairies in the southwest and Mexico. They can get 60 inches long.

TIMBER RATTLESNAKES are no bigger than *Sidewinders* but live further north. They are common in the large forests of the north, in the farmlands, and the industrial belt of the northeast.

SCORPION

This 6 inch long desert-living creature can sneak into your boot at night. Be careful when you put them on in the morning, or you might get a brutal awakening. Their sting is at the end of the long tail. The venom is enough to kill or sedate their prey. It is painful but rarely lethal for humans.

Guest Customer (Order #49645230)

SPIDERS

Spiders are most common in deserts but you can find them almost everywhere. The *Black Widow* and the *Brown Recluse Spider* are most dangerous for humans.

WATER MOCCASIN

These venomous snakes are also known as *Cottonmouths*. They band together and attack the same prey, making it a lot harder to survive. It can get intense and dramatic to cross a river on foot or on horseback. Each snake is 60 inches long. They are common in the rivers, bogs, and marshlands of the south and southwest.

HERBIVORE

ANTELOPE

This fast, social animal is smaller than many other kinds of deer. They have light-brown fur and live on the plains and prairies, strengthened by the others in their herd.

BUFFALO

The Plains Tribes have survived by buffalo hunting for so long it ruled their way of living. Even though the herds used to be huge before white hunters came west, nothing was wasted. Bones became knife edges and arrows, the sinew made bow strings, and the hide gave turned into cloth and clothing. Their hair was twined into strong ropes. These giant animals can be up to 4 yards long, and they weigh 1.300-2.200 pounds.

CATTLE

Longhorns have horns that are 2 yards long. These tenacious bovines are most common out west. They can become quite lean during long cattle trails, before they get on a train east for slaughter. The beef they provide is tasty, but they are not kept as milk cows.

MOUNTAIN GOAT

Many prospectors swear these yellow brown goats with their stable footing in the steepest terrain are teasing them. Their withers is 35-50 inches high.

WAPITI

The largest deer in America, most common in forests up north, the Rocky Mountains and Canada. Their fur is greyish brown, their withers 60 inches, and their horns are 1 yard long. They weigh 700 pounds. Males do not live with the herd all year round.

WHITE-TAILED DEER

There are deer of all sizes in the US, but none are as common a prey for hunters as this species. They live in small herds east of the Rocky Mountains and in the southwest.

INSECTS

GNATS AND MOSQUITOS

They are common where it is hot and humid, especially in swamps. Some sub species of these flying insects are blood-sucking. Their bite stings and itches. Allergic reactions may cause respiratory distress. They help spread epidemics, but the scientists of 1876 have not proved this beyond the doubt and scorn of their peers.

GRASSHOPPER/LOCUST

Grasshoppers make a distinct chirping sound that can be heard everywhere in the Midwest during the late summer. This is especially true when more than usual of them have been born, since they then band together in swarms. When they live on their own they are *grasshoppers*; in swarms they are *locusts*. Locusts are a gregarious plague that can strip entire fields in no time, devastating the crops. They are edible, often served fried in some sweet sticky sauce, such as honey or molasses.

MYRIAPODA

In forests and on the prairie you may encounter *Myriapoda*. The *Millipede* may have the most joints, but the *Centipede* is fast and toxic enough to hurt small game and even make you ill.

PREDATORS

ALLIGATOR

The swamp's most feared hunter, at least in water. They can measure up to 4 yards long. They are all black, but their offspring have yellow stripes too. These predators have gigantic jaws and eat what prey comes their way. During mating season you hear loud screams, hisses, and growls from competing males. They can make the water bubble around them with the way they vibrate their sides.

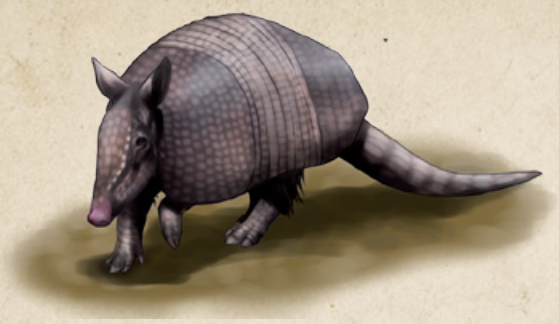
BLACK BEAR

This 5 feet tall bear weighs 300-400 pounds and their. fur is black or reddish brown. They live in forests, mountains and swamps, eating plants, ants, seafood, and fish. These skilled climbers, can swim long distances and run up to 50km/hour. They are shy and try to avoid people. Black Bears hibernate during the winter.

COYOTE

They are 3 feet high, weighing 55 pounds. They prefer the plains, where they dig out lairs in the soft ground. They hunt big game in packs and smaller animals on their own or with badgers. They eat what prey they get.

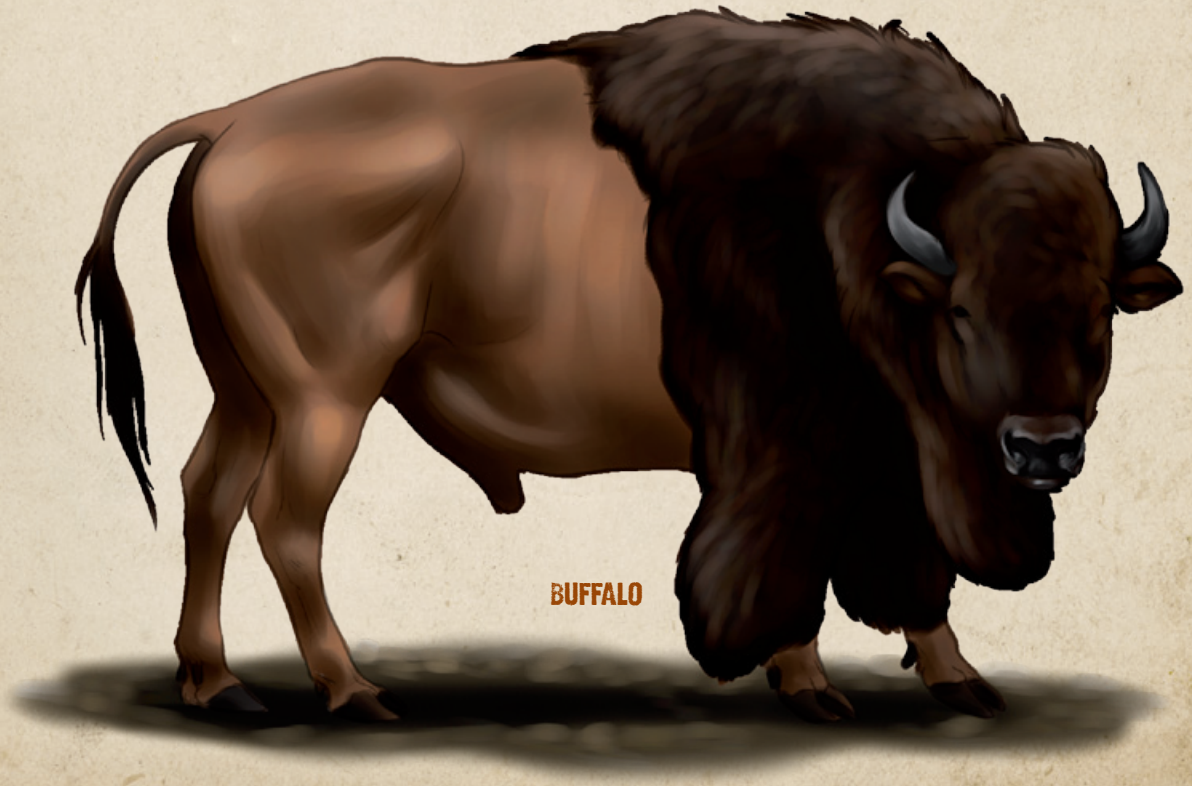
Guest Customer (Order #49645230)



ARMADILLO

PORCUPINE

WHITE-TAILED DEER



BUFFALO

Guest Customer (Order #49645230)

DOG, SMALL/LARGE

Most dogs are mixed breeds, not kept for their pedigree. Man's best friend may be a fellow hunter, a guard dog, a herder for sheep, or even be a pet.

DOG, SLED

Wolfhounds make good sled dogs. They are strong, loyal, and appreciated in cold mountainous terrain.

FOX

Foxes live solitary (maybe with a few others), territorial lives close to humans. Farmers get tired of their raids, stealing hens, lambs, rabbits, and other farm animals. They hunt small game, rodents, and birds too.

The 3 feet long *Red Fox* is most common, weighing 15 pounds. The fur is rusty brown with a white tip of the tail. The *Grey Fox* is smaller and is the only fox that can climb trees. The *Desert Fox* and *Kit Fox* have bodies 2 feet long, weighing 10 pounds. They are very fast and live in the desert and on the prairie.

GRIZZLY BEAR

The largest predator in the US is over 8 feet tall, weighing 1.300-2.200 pounds. It feeds on berries and carcasses. Do not get between a grizzly and its cubs, or it will attack. To fight, they run on all four paws, using their body weight to ram their foe to the ground. They hibernate in winter. Their fur is steel grey or red-brown.

JAGUAR

This muscular and slender cat got a yellow fur with black dots. It lives in jungles, swamps, river areas and dense forests in the south, the hotter the climate the better they like it. Jaguars hunt fish and mammals at night. They are 2.5 feet tall and 5-6 feet long.

LYNX

These cats are 2-5 feet long. They have a short tail with a dark tip and weigh 20-65 pounds. Lynx mostly hunt midsized hoofed animals but prey on rodents, hares, and game birds too. It stalks its foe before its swift attack. It will fight for its food and have killed foxes. They prefer a cold climate in mountains and woods.

MOUNTAIN LION

These cats – 2-3 feet tall, 4 feet long, 220-250 pounds , with yellow-brown, silver-grey or black fur – rest daytime and hunt at night, mostly rodents and small herbivores. They are common in the Rocky Mountains. They climb trees and can jump 3 yards straight up.

WOLF

This pack animal lives in woods and mountains. It stays hidden at day and hunt when darkness falls, stalking anything from mice to large deer. It is 3 feet tall, the fur is grey-brown and it weighs 55-130 pounds.

OTHERS

ARMADILLO

These lethery armour plated animals live in Texas and are 1.3 feet long. When scared, some species roll into a ball, almost impossible for predators to break open.

BADGER

2 feet long, 20-35 ounces badgers have black and white striped heads, grey backs and black bellies. It is shy but has sharp claws, forceful jaws, and crushing molars. At times it hunts rodents together with a coyote.

BEAVER

This large rodent is 3.5 feet long and weighs 65 pounds. Hunted for its fur, they are known to build dams.

MINK

Minks are coveted for their fur. It lives all over the US except in the dry areas of the southwest. This solitary animal guards its territory fiercely. They abhor being trapped and may even bite off their own leg to escape.

OTTER

Otters are coy, playful and live close to water. They are 4.5 feet long and often hunted for their dark-brown fur.

PORCUPINE

Porcupines are just shy of 2 feet long, are good climbers and live in the mountains. It has sharp spines on the back and tail to defend itself against any attackers.

PRAIRIE DOG

These burrow-building rodents live in colonies on the prairie. They bark like dogs at night. Red-brown fur with a creme-colored belly. Most weigh less than 2 pounds.

RACCOON

A 2 feet long yellow grey relative of bears and weasels, raccoons have bushy cross-striped tails and black and white faces. This skilled climber can get into small spaces. Infamous for petty thefts, they are mostly active at nights.

SKUNK

Skunks are black with a white stripe along their sides and are 2.5 feet long with their bushy tails. If it gets stressed, it turns its back and sprays a stinking secreton on its foe. Skunks live in forests and along rivers.

SNAPPING TURTLE

Water-living omnivores, common east of the Rocky Mountains. They can get to be 2 feet long, weighing 90 pounds. They have large heads with robust jaws that rarely release their bites. Colored light brown to black.

Guest Customer (Order #49645230)

★ ANIMALS ★

MOUNTAIN LION

WOLF

GRIZZLY BEAR

LYNX

COYOTE

Guest Customer (Order #49645230)

★ ANIMALS & CHASES ★

ANIMALS

ANIMALS	To Hit	Actions	Damage Group	Defense	Guts	Grit	Food (lbs)
PREDATORS							
ALLIGATOR	Bite20/Tail25	3	Bite14/tail9	10	4	6	60
BLACK BEAR	Bite20/Claw25/Ram25	2	Bite11/Claw9/Ram6	5	5	10	175
JAGUAR	Bite20/Claw25	3	Bite11/Claw9	10	4	6	130
COYOTE	Bite20	2	Bite7	10	1	2	25
DOG, SMALL	Bite20	2	Bite3	10	0	1	4.5
DOG, LARGE	Bite20	2	Bite8	10	2	2	44
FOX	Bite20	2	Bite7	10	1	2	25
GRIZZLY BEAR	Bite20/Claw25/Ram25	2	Bite14/Claw12/Ram8	5	10	15	880
LYNX	Bite20/Claw25	2	Bite8/Claw8	10	1	3	33
MOUNTAIN LION	Bite20/Claw25	3	Bite10/Claw8	10	4	6	110
SLED DOG	Bite20	2	Bite8	10	2	3	44
WOLF	Bite20	2	Bite9	10	3	5	55
POISONOUS ANIMALS[1]							
COPPERHEAD	Bite20	2	Poison	5	0	0	2
CORAL SNAKE	Bite20	2	Poison	5	0	0	1
GILA MONSTER	Bite20	1	Bite8	0	0	5	-
RATTLESNAKE	Bite20	2	Poison	5	0	0	2-7
SCORPION/SPIDERS[2]	Special	Special	Poison	5	0	0	-
WATER MOCCASIN	Bite20	2	Poison	5	0	0	2
HERBIVORE							
ANTELOPE	Horns15/Kick15	2	Horns8/Kick10	8	0	2	90
BUFFALO	Horns20/Trample20	1	Horns15/Trample20	0	3	5	1.000
HORSE	Bite15/Kick15	2	Bite9/Kick9	5+Breed	See Breed	See Breed	See Breed
LONGHORN CATTLE	Horns20/Trample20	2	Horns9/Trample20	5	1	2	385
MILK COW	Trample10	1	Trample8	5	1	2	660
MOUNTAIN GOAT	Horns20/Kick20/Ram20	2	Horns10/Kick12/Ram10	5	1	2	90
WAPITI	Horns20/Kick20	2	Horns10/Kick12	5	3	3	385
WHITE-TAILED DEER	Horns20/Kick20	2	Horns9/Kick10	5	1	2	130
BIRDS							
EAGLE	Beak15/Claw20	2	Beak8/Claw6	10	2	3	5
OWL	Beak15/Claw20	1	Beak6/Claw5	5	0	2	2
PHEASANT	-	-	-	5	0	0	2.5
VULTURE	Beak10/Claw15	1	Beak6/Claw5	5	0	2	3.3
WILD GOOSE	Beak10	1	Beak5	5	0	1	11
WILD TURKEY	Beak15	2	Beak6	5	0	2	17.5
OTHER ANIMALS							
ARMADILLO	-	-	-	0	5	2	4.5
BADGER	Bite10/Claw10	2	Bite7/Claw6	5	0	3	15
BEAVER	Bite10	1	Bite8	0	0	1	30
MINK	Bite10	2	Bite5	10	0	0	1
OTTER	Bite10	1	Bite5	0	0	1	33
PRAIRIE DOG	Bite10	1	Bite4	10	0	0	1
RABBIT	-	-	-	10	0	0	2,5
RACCOON	Bite15	1	Bite5	5	0	0	4,5
SNAPPING TURTLE	Bite15	1	Bite5	5	0	0	2
SKUNK	Special	Special	Special	5	0	0	-

1 If you get hit and poisoned, see pages 104-105 for the Effects of being poisoned (and how quickly you recover).
2 Spiders and Scorpions do no other damage than poisoning its victims. See more on page 105.

Guest Customer (Order #49645230)

ENCOUNTERS IN THE WILDERNESS

Travelling from one place to another is more fun if something happens along the way. This is a system to randomize different kinds of encounters in the wilderness, from animals to people and full blown events/scenes. You may roll as many encounters as you want and use the results for inspiration. What or who the characters encounter is partly due to the terrain they travel; *Mountains, Desert, Prairie,* or *Forest*.

First decide what kind of encounter it is; *Animal, Person* or an *Event*. Roll 1D20 and read the result in the table. Then go to the follow up table for details.

WHAT THE CHARACTERS ENCOUNTER

ENCOUNTER	MOUNTAIN	DESERT	PRAIRIE	FOREST
ANIMAL	1-12	1-15	1-10	1-15
PERSON	13-17	16-17	11-17	16-18
EVENT/SCENE	18-20	18-20	18-20	19-20

ANIMAL ENCOUNTERS

What animal species do they encounter? Roll 1D100!

ENCOUNTER WITH AN ANIMAL

ANIMAL	MOUNTAIN	DESERT	PRAIRIE	FOREST
ANTELOPE	1-5	-	1-6	1-6
ARMADILLO	6-7	1-3	7-8	-
MOUNTAIN GOAT	8-12	-	-	7-10
BUFFALO	13	-	9-13	11
BEAVER	14-16	-	14-16	12-15
VULTURE	17-19	4-19	17-20	16-17
POISONOUS SPIDER	20-21	20-33	21-22	18-19
GILA MONSTER	22	34-49	-	-
GRIZZLY BEAR	23-26	-	23	20-22
BADGER	27-30	-	24-26	23-27
WHITE-TAILED DEER	31-36	-	27-32	28-33
JAGUAR	37-38	-	33	34-35
MUSTANG	39-40	-	34-40	36-40
SNAKE	41-43	50-65	41-44	41-45
PRAIRIE DOG	-	-	45-51	-
COYOTE	44-47	66-81	52-59	46-51
MOUNTAIN LION	48-52	-	60-61	52-55
FOX	53-55	-	62-67	56-61
SCORPION	56	82-97	68-69	62
SKUNK	57-59	-	70-72	63-65
SMALL GAME	60-69	-	73-79	66-72
BLACK BEAR	70-74	-	80-81	73-76
RACCOON	75-77	-	82-84	77-80
WOLF	78-81	-	85-89	81-85
GAME BIRD	82-91	-	90-96	86-92
WAPITI	92-98	-	97-98	93-98
EAGLE	99-00	98-00	99-00	99-00

ANTELOPE – Fast and thus harder to hit.
ARMADILLO – They are edible if you are desperate enough.
MOUNTAIN GOAT – Sure-footed goats that may ram you.
BUFFALO – Roam the prairies in herds. The railroads hunt them. Important to the Plain Tribes' way of life.
BEAVER – Eager beavers build dams wherever they can.
VULTURE – Scavengers that often hover over cadavers.
POISONOUS SPIDER – Be careful when you camp.
GILA MONSTER – Once it bites you it will not let go.
GRIZZLY BEAR – Never block their way to the cubs.
BADGER – Hunted for their meat, fat, and fur. May be encountered in a trap or when you stumble into their burrow. Sharp claws and forceful jaws.
WHITE-TAILED DEER – The most common game to hunt.
JAGUAR – Large, strong feline from the South. If one is sighted people often get scared and want it killed.
MUSTANG – Roll 1D6. 1-2=1D6 abandoned shod horses, 3-5=1D6 wild mustangs, 6=1D20 wild mustangs.
SNAKE – Is it poisonous? Roll 1D6. 1-2=Poisonous. Exactly which snake it is depend on the terrain you travel.
PRAIRIE DOG – Tunnel-building rodents that bark like dogs at night. If your horse steps into one of their burrows it may break a leg. Humans can get hurt too.
COYOTE – A well-known figure in Native legends, where this totem animal is a trickster. Coyotes live in packs, gaining strength by attacking together. Badgers may be encountered with them.
MOUNTAIN LION – Large cats that scare people when they attack close to farms and communities.
FOX – Resented by farmers for killing and stealing hens, rabbits, and lambs. Fox-hunting is an upper class sport you may encounter, perhaps by seeing the fox while hearing hunters and their dogs in the distance?
SCORPION – Beware when you make camp or they may get close enough to attack. FIRST AID might be needed.
SKUNK – When they get scared they squirt foul smelling secretions from their behinds. The stench lingers, thus people stay away despite their fine fur.
SMALL GAME – Small prey for hunters. Roll 1D6. 1=Hare, 2= Rabbit, 3=Squirrel, 4=Opossum, 5=Muskrat, 6= River Rat. Are they free or in a trap at the encounter?
BLACK BEAR – Shy but lethal when attacking.
RACCOON – Have a bad reputation for getting in everywhere and stealing. They mostly take food.
WOLF – You will probably meet many from the same pack. They are more likely to attack horses than people.
GAME BIRD – Hunted for food and feathers. Roll 1D6. 1=Turkey, 2=Pheasant, 3=Duck, 4=Goose, 5=Quail, 6=Grouse. May get angry and fiery during an encounter.
WAPITI – Large deer animal up north.
EAGLE – Known from legends, a totem animal coveted for its feathers. The US and many European countries use eagles in their emblems.

Guest Customer (Order #49645230)

PERSONAL ENCOUNTERS

An encounter with another person can involve more aspects and details than animal encounters. First you get a table suggesting who the characters meet, where terrain might have an impact. If they meet Native people the Game Master decides which tribe they are from, based on where they are.

Once you have established *Who* they meet, you can add details about them from the *NPCs* section on page 250 and onwards. You get tools for everything from names to stats, personality, quirks, clothing and so on. Use whatever suits you.

On the next page you find a table telling you what the person the characters encounter is doing or possibly why they are there or what their current goal is.

In all these tables you roll 1D100. This is also true for the *Scenes/Event Table* coming up.

PERSONAL ENCOUNTERS

PERSON	MOUNTAIN	DESERT	PRAIRIE	FOREST
OUTLAW	1-5	1-4	1-3	1-2
A BAND OF DESPERADOS	6-11	5-10	4-6	3-5
ONE NATIVE PERSON	12-15	11-14	7-9	6-7
PEACEFUL NATIVES	16-21	15-18	10-12	8-10
HOSTILE NATIVES	22-27	19-22	13-15	11-13
PRIEST	28-29	23-26	16-18	14-16
SOLDIER	30-35	27-30	19-22	17-20
PINKERTON AGENT	36	31-32	23-24	21-22
TEXAS RANGER	37	33	25	23
BOUNTYHUNTER	38-42	34-39	26-29	24-27
CHARLATAN	43-44	40-42	30-33	28-30
COMANCHEROS	45-47	43-47	34-37	31-33
COWBOY	48	48-50	38-42	34-36
PROSPECTOR	49-56	51-60	43-44	37-39
PHOTOGRAPHER	57-58	61-63	45-47	40-42
GUNSLINGER	59	64-67	48-50	43-45
SCOUT	60-65	68-72	51-53	46-49
GAMBLER	66	73-75	54-56	50-51
TENDERFOOT	67	76-77	57-59	52-54
LAWMAN	68-69	78-81	60-62	55-57
ARTISTS/PAINTER	70-71	82-83	63-65	58-60
SETTLER	72-77	84-86	66-73	61-65
LAWYER	78	87	74-76	66-68
DOCTOR	79	88	77-79	69-71
SALESMAN	80	89-90	80-82	72-74
SHEEP FARMER	81-82	91	83-87	75-77
NUNS, 1D6	83	92	88-89	78-79
TEACHER	84	93	90-92	80-82
REPORTER	85	94-96	93-95	83-85
HUNTER	86-94	97	96-97	86-90
SALOON GIRL	95	98-99	98-99	91-92
LUMBERJACK	96-00	00	00	93-00

OUTLAW – May be happy for the company or stressed out when seeing unfamiliar faces in the wilderness.
A BAND OF DESPERADOS – Might feel a safety in numbers.
ONE NATIVE PERSON – It can be easier to get in contact with one person than an entire group all at once.
PEACEFUL NATIVES – Nothing is threatening about them.
HOSTILE NATIVES – May be renegades out raiding, or a band of warriors preparing to fight soldiers.
PRIEST – Some just want to bring the Word of the Lord to places without churches, while others bring the entire revivalist fervor even to random encounters.
SOLDIER – May be on a mission, off duty, or a deserter.
PINKERTON AGENT – The agency has eyes everywhere.
TEXAS RANGER – These Texas lawmen sometimes search for outlaws outside their state as well.
BOUNTYHUNTER – Hunters of wanted outlaws everywhere.
CHARLATAN – They usually have a scam up their sleeve.
COMANCHEROS – Brutal smugglers feared by all and prepared to use violence when you least suspect it.
COWBOY – Cattle are often close when you see a cowboy.
PROSPECTOR – May enjoy someone to talk to, unless their gold fever make them suspect everyone for being robbers.
PHOTOGRAPHER – Many people want to have a photograph of themselves or a loved one.
GUNSLINGER – May be hired for protection, or worse.
SCOUT – Can track people as well as animals.
GAMBLER – Always looking for a new game, even if they had to leave the last poker table in a hurry.
TENDERFOOT – Cannot handle the frontier on their own.
LAWMAN – Famous outlaws may get into trouble.
ARTISTS/PAINTER – Loud entertainers or a quiet painter. Roll 1D6. 1-2=Painter, 3-4= Artist, 5-6=Theatre Company.
SETTLER – May live near where you meet them.
LAWYER – You never know when you will need one.
DOCTOR – A dream come true if a character is wounded, unless an epidemic brought him to this area.
SALESMAN – Carry samples with him or her. Roll1D6 to see what he has; 1=Bibles, 2=Buttons & Lace, 3=Tools, 4=Life Insurances, 5=Clocks & Watches, 6=Weapons.
SHEEP FARMER – Sheep will not be far away.
NUNS, 1D6 – A single nun is rare to meet in the wild. What brings them out here? Do they need any help?
TEACHER – Roll 1D6 for details. 1-3=Elementary School, 4=High School, 5=Governess, 6=College.
REPORTER – Often talkative, if a bit inquisitive. They can be a good source of information about the area.
HUNTER – As long as you do not scare away their prey, they might appreciate some company out in the wild. May be a bit uncivilized, since they are used to be alone.
SALOON GIRL – If she is alone and far from the nearest saloon, there could be an interesting story and maybe an adventure just waiting for the characters.
LUMBERJACK – More common in forests and woodland than out on the prairie or in the desert. It makes it even more interesting what he is doing there, if he seems out of place.

Guest Customer (Order #49645230)

WHAT ARE THE PEOPLE DOING?

Once you know *Who* the characters met it is time to find out *What* that person was doing out in the wild. When you use the table below some results will fall in place smoothly while others may demand some contemplating on your part. Still, those may be the most fun and unexpected encounters for your players. Many results may lead to further adventures down the road. Roll 1D100 and see the result in *What the People are Doing-table*.

WHAT THE PEOPLE ARE DOING

THEY ARE...	MOUNTAIN	DESERT	PRAIRIE	FOREST
Building a house	1-6	1	1-8	1-5
Dying	7-10	2-8	9-12	6-9
A runaway bride/groom	11-12	9-10	13-14	10-11
Escaping warriors	13-15	11-12	15-19	12-16
Escaping the law	16-19	13-15	20-23	17-20
Catching wild horses	20-23	-	24-28	21-22
Preparing an ambush	24-27	16-17	29-30	23-25
Pursuing rustlers	28-30	18	31-33	26-27
Mistaking identities	31-35	19-23	34-37	28-31
Hiding	36-38	24-25	38-39	32-34
Hunting	39-46	26-27	40-43	35-45
Chasing Outlaws	47-50	28-34	44-47	46-49
Prospecting for gold	51-55	35-44	48	50-51
Searching for a home	56-59	-	49-54	52-56
Delivering a parcel	60-61	45-46	55-57	57-58
Planning a crime	62-65	47-48	58-60	59-61
Going to the next town	66-70	49-58	61-66	62-69
Tearing down a fence	-	-	67-71	70
Rounding up cattle	71	59	72-74	71-72
Getting drunk	72-76	60-62	75-77	73-77
Building a fence	-	-	78-82	78-79
Looking for a job	77	-	83-85	80-81
Searching for a missing	78-82	63-72	86-89	82-86
Treasure Hunting	83-87	73-82	90-93	87-90
Transporting ore	88-92	83-90	-	91-92
Doing their job	93-00	91-00	94-00	93-00

BUILDING A HOUSE – Roll 1D6. 1-2=Farm/Ranch, 3=Trading Post, 4=Distillery, 5=Saloon, 6=Prison. This will not be as wild the next time they pass by.
DYING – The characters arrive in time to hear their last words and what happened; was it an accident, a disease, an animal attack or worse? Do they risk the same ill fate?
A RUNAWAY BRIDE/GROOM – This person does not want to get married to a stubborn pursuer and have run away.
ESCAPING WARRIORS – Claims the Natives are close by.
ESCAPING THE LAW – Wanted but do not want to stand trial or suffer any consequences. May not be guilty
CATCHING WILD HORSES – It takes luck, skill, and patience to catch and train one of the many herds of wild horses.
PREPARING AN AMBUSH – The person has their mind set on a specific target, be it a person or transport. They do not appreciate unexpected company or being seen.
PURSUING RUSTLERS – Unless the characters are driving cattle this encounter should be peaceful. They will be questioned about possible cattle they have seen though.
MISTAKING THE CHARACTERS IDENTITIES – Someone is convinced the characters are not who they claim to be. They will be hard pressed to realize or admit their mistake. If the person they believe them to be is a wanted outlaw, it might even end in gunplay.
HIDING – The characters detect a person trying to hide. Why? Is there an imminent threat?
HUNTING – Everybody gets hungry; this need not be a hunter. They could be setting traps or use a gun.
CHASING OUTLAWS – The outlaws could be close enough to use the *Terrain Markers* from later in this chapter, if the characters want to help out. Or it could be a more prolonged chase, following rumors and leads.
PROSPECTING FOR GOLD – Their pans and pickaxes may be in use, if they are prospecting as the characters come by their claim. Or they are searching for a location.
SEARCHING FOR A HOME – They are searching for a place to settle down and build a home. Their ambition could be anything from a shed to a manor. Their dream and the ability to build it are different concepts though.
DELIVERING A PARCEL – Someone is waiting for this delivery, but the person they meet might not know where to go. Could the characters help them find the receiver?
PLANNING A CRIME – Meticulous preparations are being made for an escape route or an ambush. If the characters seem too interested they may get in trouble.
GOING TO THE NEXT TOWN – They have business in the nearest town but would not mind some company.
TEARING DOWN A FENCE – Nothing is spared as every shred of the fence is teared down and destroyed.
ROUNDING UP CATTLE – The large part of the herd is a bit away but some young calves may have straggled here.
GETTING DRUNK – They clearly drink themselves into s stupor. If you have booze to share you get a new friend. If not, you may be offered a mouthful as long as you keep your morals to yourself.
BUILDING A FENCE – This is often made to protect farmed land from being turned over by free ranging cattle. Ranchers often view fences as evil and tear them down.
LOOKING FOR A JOB – They are prepared to try anything.
SEARCHING FOR A MISSING – A person is missing. Roll 1D6. 1=Family member, 2=Young Girl, 3=Convict, 4=Soldier, 5=Prospector, 6=Schoolteacher.
TREASURE HUNTING – They are searching for a lost treasure and may even have a map (which could be fake), or only leads to go by. Is the treasure real at all?
TRANSPORTING ORE – It could be heavy, valuable or both. Roll 1D6. 1-3=Iron, 4=Copper, 5=Silver, 6=Gold.
DOING THEIR JOB – Whatever they are hired to do they try to accomplish or prepare it out here.

Guest Customer (Order #49645230)

EVENTS/SCENES AS ENCOUNTERS

The characters may stumble upon a scene or event, or a place where things might happen.

EVENT/SCENE	MOUNTAIN	DESERT	PRAIRIE	FOREST
Cattle Herd	-	-	1-3	1
Fire	1-4	-	4-6	2-7
Village	5-6	-	7-10	8-11
Stagecoach	7-8	1-3	11-13	12-14
Stagecoach, Guarded	9	4	14	15
Bad Weather	10-16	5-12	15-19	16-22
Prisoner Transport	17-18	13-14	20-21	23-24
Poisoned Waterhole	-	15-19	22-23	-
Gigantic Tumbleweed	-	20-23	24-25	-
Grave	19-23	24-33	26-29	25-28
Cave	24-30	34-36	30	29
Mine	31-37	37-41	-	30
Lynching	38-39	42	31	31-33
Native Village	40-44	43	32-36	34-38
Native Village, Attacked	45-47	44	37-38	39-41
Native Burial Site	48-49	45	39-40	42-43
Caravan	50-55	46-47	41-45	44-48
Lawman with Prisoner	56-57	48-50	46-47	49-50
Dead Body	58-60	51-58	48-50	51-53
Military Unit	61-63	59-61	51-54	54-57
Furniture	64-67	62-65	55-58	58-61
Burnt/Raided House	68-69	66-67	59-60	62-63
Settlers under Attack	70-71	68	61-62	64-65
Farm	72-76	69	63-67	66-70
Ranch	77	-	68-70	71-72
Ranch Assault	78	-	71	73
Robbery	79-80	70-71	72-73	74-75
Ghost Town	81-83	72-74	74-77	76-78
Storm	84-88	75-78	78-80	79-83
Combat	89-91	79-80	81-83	84-86
Tornado	92	81-84	84-87	87-89
Posse	93-94	85-87	88-90	90-92
Waterhole	-	88-97	91-94	-
Vigilantes	95-96	98-99	95-96	93-94
Flood	97-00	00	97-00	95-00

CATTLE HERD – Cowboys drive 100 x 1D20 Longhorns.
FIRE – A strong and increasing fire. They had better change direction or head towards water.
VILLAGE – A small community that could welcome strangers or act averse and suspiciously towards them.
STAGECOACH – Requires a road with a coach line.
STAGECOACH, GUARDED – The load is worth 1.000 x 1D6, where the result also gave the number of guards. Roll 1D6 for what they carry: 1-2= Silver, 3=Stock, 4= Paper Money, 5=Gold, 6=Important Person.
BAD WEATHER – Pouring rain, hail storms, or extreme heat.
PRISON TRANSPORT – 1D20 prisoners are bound and locked inside prison wagons. They are guarded by 2D6 lawmen or soldiers. The more guards there are, the higher the risk for an ambush and prisoner escape.
POISONED WATERHOLE – Why? Roll 1D6: 1-3=Minerals in the soil, 4-5= A dead animal in the water, 6=On purpose.
GIGANTIC TUMBLEWEED – Tussle of branches, up to 3 yards wide. Moves with the wind and harms all who get hit.
GRAVE – Someone recently died and was buried here.
CAVE – 1D20 yards deep. Is something stored inside?
MINE – Roll 1D6 for what it is: 1-4=Silver, 5-6=Gold. Roll 1D6: 1-5=Abandoned, 6=1D6 Prospectors run it.
LYNCHING – 1D6 people are about to be hanged. Will the characters interfere or try to find out more?
NATIVE VILLAGE – A local Native Tribe has a camp here. 20-200 people live here; one fifth of them are warriors.
NATIVE VILLAGE, ATTACKED – An attack against the Native village where 20-200 people live. If the attackers are soldiers, vigilantes, or a militia, they are 3 times as many as the warriors. If another tribe attacks, there are an equal number of warriors on both sides.
NATIVE BURIAL SITE – Some tribes put their dead to rest at scaffolds built with logs. The Burial Site is considered to be Holy Ground and is protected by a curse. Trespassers may be chased away or even killed.
CARAVAN – A caravan of at least ten wagons travel together. Roll 1D6: 1-5=Settlers, 6=Traders.
LAWMAN WITH PRISONER – A lawman travels with bound prisoners on horseback. Roll 1D6: 1-2=1, 3-4=2, 5-6=3.
MILITARY UNIT – Anything from a small troop (12 soldiers) to an infantry or cavalry battalion (300 men).
FURNITURE – Settlers had to leave stuff by the road side. Roll 1D6: 1-2=Piano, 3-4=Table, 5-6=Grandfather Clock.
BURNT/RAIDED HOUSE – It was attacked 1D6 days ago.
SETTLERS UNDER ATTACK – A family desperately defends their home against twice as many outlaws or warriors.
FARM – Settlers farm the land and keep livestock too.
RANCH – Has 100 x 1D20 longhorns and many cowboys.
RANCH ASSAULT– 2D20 Native Warriors or outlaws attack a ranch. 2D6 cowboys try to defend it.
ROBBERY – Will the characters try to interfere?
GHOST TOWN – An abandoned town, but someone may still live here. Roll 1D6. 1-2=Nobody, 3-4=A lone Prospector, 5-6=Outlaw gang who made it their hideout.
STORM – It is sand in the desert; rain, hail, or snow in other terrains. The characters need to seek cover.
COMBAT – Roll 1D6: 1=Warriors vs Caravan, 2=Stagecoach Robbery, 3=Posse vs Outlaws, 4=Prospectors vs Claim-jumpers, 5=Blood Feud, 6=Bountyhunters.
TORNADO – Terrible weather; they need to seek cover.
POSSE – 4D6 riders led by a lawman chase outlaws.
WATERHOLE – A blessing for the thirsty.
VIGILANTES – 4D6 masked men chase someone, have tied someone behind a galloping horse, or lynch someone.
FLOOD – The water level is rising way above normal and the moves all in its way, even heavy objects.

Guest Customer (Order #49645230)

SCENARIO SEEDS IN THE WILDERNESS

UNEXPECTED PETS

All characters who know anything about the wildlife or animals in general know better than to get between a wild animal and its offspring. Nothing will trigger as much aggression as being perceived to be threatening their young ones. Still, it may happen by mistake. Perhaps a character went searching for something to eat or water, without keeping their attention at the fresh tracks nearby. Next thing they know, a startled bear cub or mountain lion kitten may be calling out to mom, and the grown animal runs to its defense. Now a fight may ensue, and it can be brutal and nerve rattling since a wild animal is a threat.

The characters could also have gone out hunting for the wild animal, maybe after reports of farmers feeling threatened by it. A reward for killing the predator was offered, attracting many. Alas, wanting to kill an animal and being able to do it are not the same thing. Less skilled hunters may instead wound the predator, but not be able to finish it off. It becomes more ferocious and aggressive as a result, making it even more important for the characters to succeed.

Should they win, however, they still stand there with the cubs, kittens, or children of their hunted prey. They are too small to take care of themselves. What will the characters do? Kill them? Or keep them?

The characters do not have to kill the mother to gain their offspring, not if it does not fit your players or your campaign, even though you want to introduce this dilemma. They could simply find the offspring close to death, in need of being saved, desperate for food, water, and warmth. The mother could be dead close by. Maybe she was killed in an animal attack, or maybe she was shot by a farmer or rancher.

If the characters keep any of the predator's young ones, they now must try to raise a very different kind of pet. It will take them many hours to master Animal Training, but still it will not be as effective as when you train a dog. Wild animals remain somewhat unpredictable, which will cause problems at times.

Having a wild animal as a pet will increase the characters' Fame. But it is hard keeping neighbors happy when your pets kill their livestock or scare their kids. It can be cute and fun, but also a hassle.

Other interested parties may try to buy or steal the animals. Some wish to gain that unique pet themselves. Others may want them to perform tricks in front of audiences in a circus or other show. That is no life for a wild animal, even though many would pay to see it.

Some may want to kill the wild animal the characters raised. Either they do not like wild animals treated as pets, they want to have the fur, or they just want to spite the characters. What will they do?

A BLIZZARD TO REMEMBER

The characters are out in the mountains during winter when the weather takes a turn for the worse. A blizzard is coming and they need to find a house or get to the nearest town or mining camp. Maybe they have been out prospecting, even spending time at a potential mine to decide if it is worth claiming or not. They could have been looking for a notorious band of outlaws rumored to hide up here too, either to join them or try to bring them into justice.

Others close by also need to seek cover when the storm comes. Some may be used to the rugged life in the wild and would prove valuable. Tenderfoots on the other hand may require a lot of help to keep alive. Will the characters team up with the others or leave them to their fate?

Let the problems begin with just the weather. They need to stay warm, have lots of clothes on, have something easy to eat, and keep moving. A landslide caused by the blizzard could turn into a nightmare, as they try to save lives and equipment. If mounts die they may need to sacrifice equipment to be able to move on, not getting slowed down by the weight they carry. The poor visibility makes it harder to keep track of directions and not getting lost. Can they even see each other? Do they tie themselves together, or how do they keep track?

In the midst of these hassle, their company could show some troubling tendencies. It may be a prospector with gold fever, either suddenly believing the characters are out to kill him and take his gold. Or he may think they have gold he deserves and could take if he just kills them first. He can start with small acts, not necessarily obvious as attacks at first, such as 'accidentally' tripping a character, giving them a sudden push in the back at the brink of the mountain cliff. If that does not work, he might scale it up, finally even drawing a shotgun and try to take them out. Depending on the overall tone of your campaign, this could either be a scary and nerve wracking escalation or become something of a comic relief. He could be clumsy and incompetent too, not only aggressive. He can be a major threat, or somebody they feel obliged to save despite all his efforts to hurt them.

Add other encounters during this blizzard. They can run into a pack of wolves, maybe as the wolves attack some settlers in a broken wagon. You could throw in desperate people, such as robbers who lost their horses and now have a posse in hot pursuit. Or find a lawman with a broken leg and no way to keep up his search for the outlaws. He might not even survive, unless the characters help him. Let this be a blizzard to remember!

Guest Customer (Order #49645230)

MOUNTS

Walking long distances can be a hassle at best, and risky at worst. If you do not live close to a stage coach line or railway tracks you will not get far without access to a mount when you need one.

Horses are tools for cowboys, as they practically live on horseback, and for lawmen who depend on their mounts to patrol their vast districts. Settlers need to strap a mount in front of the plough or do all that heavy work themselves. The horse is a companion during those lonely times when you travel far without another human in sight, and they are hard to be without for any group of adventurers. Mounts bring fun, fondness, and frustration to any campaign. They are part of everyday life out west, so make sure you can take care of them and know what they can do to help.

A HORSE CAN BE YOUR BEST FRIEND

The horse is an important part of everyday life out in the West. Stagecoaches and trains cannot take you everywhere you need to go, but a horse will open the entire world to you when you need to travel. The horse is faster than often stubborn mules and oxen. The horse is also a better multi-purpose animal to have, since you can use it both to ride on and to draw anything from carriages to ploughs and sleds.

Most horse owners do not view their animal as just a tool for transportation; it is a friend. To some, perhaps the only real friend they have. This is most common among characters making their living from horseback, often working with the same animal for a long period of time. It takes years to train your horse to react instantly to your touch or command, or for the horse and rider to learn to read, understand, and trust each other completely, picking up the slightest signals.

A horse theft can be a hard blow, not easily replaced with just any other horse. No one will be too quick to risk the health and wellbeing of their horse either, not after spending years together learning how to best work together as a team. Losing a horse could be compared to the smith seeing his smithy go up in flames or a store keeper being robbed of all goods and all of the accounts. That is why most cowboys and other horse people have and work with a couple of animals simultaneously. Most want to have two fully trained horses while having at least one more in training. That way, you can shift which animal you work with and which to rest during the day.

It is not cheap to keep several animals. Not all can afford this extravagant way of handling their horses, but you will never have to fear losing your entire livelihood if you lose one horse when you have several. It is also a sound investment to take good care of your horses. Some states understand this, thus imposing heavier penalties for horse theft than manslaughter.

There are several different species of mounts to choose from in this chapter. We have tried to present the most common in the Wild West. The Clydesdale, Palomino, and Quarter Horse are common around settlers and townspeople, while the Native tribes primarily use a Mustang or an Appaloosa. Mules and Donkeys are stubborn and surefooted animals, popular among prospectors and those with meager resources. The American Thoroughbred and the Standardbred are magnificent race horses in different circumstances. They often hail from Kentucky.

CHORES FOR MOUNTS

Mounts are used to working and having their own chores. Handling cattle is one such area, consisting of a variety of tasks; from herding cattle for grazing to chase and catch them when it is time for the round up when some are castrated and all calves are branded. Some ranchers share the open spaces, letting their cattle roam free until spring when the calves are born. Then the cowboys gather each herd separately and make sure that each animal ends up with the rightful rancher. In 1865 *Armour & Company* began their slaughterhouse business in Chicago, leading

Guest Customer (Order #49645230)

to an increased demand for beef all over the north and the East Coast. Suddenly it became profitable to drive cattle all the way from Texas to Chicago, where a single animal was worth more than ten times as much as in Texas. Later on, the drives made a halt in Kansas where the cattle could go by railway the last stretch of the way.

A Cattle-trained horse needs quick reflexes, stamina, and strength. It must also be capable of helping the cowboy when he or she separates calves or cows from the herd, or when they need to drive all the animals in the same direction. It is hard work, so a calm and even temperament combined with lots of energy is good. A cowboy needs up to four horses; few animals last a full day of heavy chores out on the drive. The Quarter Horse has proven to be outstanding in handling all these chores, and is a favorite among all cowboys and ranchers that can afford this kind of horse.

A Cattle-trained horse is capable of working with other animals too, particularly wild horses. It is hard work, demanding much of riders and mounts alike.

Horses are used to draw most of the stagecoaches crossing the country. These mounts need to be able to drag a heavy load, thus they must have stamina. The stagecoach moves quickly from one station to the next, where all mounts are changed for new ones. In cities the horses are used for transports such as carriages, either for private owners or as an early mass transit between different stations and quarters. Reliability is more important than speed in the urban setting, making the Clydesdale ideal for theses chores.

The *Pony Express* is shrouded in myth, even though it was cancelled fifteen years ago. Their horses were well trained to carry riders weighing no more than 125 pounds, carrying 10 pounds of letters and no more than 10 pounds of equipment. The rider was responsible for the *mochilla* (the letterbag) and the horse while riding from one station to the next. The rider's distance was often 75 to 100 miles long at a gallop, but they changed horses every other hour to be able to keep up the speed. Some offer *Express Service* still, mostly for short distances since stagecoaches, telegrams, and trains have replaced the long distance express.

Horses have many chores in times of War, from Cavalry service to wagon trains. A Cavalry horse needs to be calm, brave and patient.

PERSONALITIES AND QUIRKS

Mounts are funny animals. They belong in herds and are prey, making their instinct to run away from trouble or when they believe they spot predatory movements in the corner of their eye. Their eyes are positioned in a way that increases their peripheral view compared to their rider, thus detecting these movements a lot faster than the human on their back.

Many riders have been thrown off their skittish horse, since a scared mount wants to run away from danger as fast as it possibly can. You can train your horse to trust you enough to ignore the instinct and reflex to flee. It will take a lot of practice, especially for horses trained to serve in the army or to take part in other violent and loud activities.

Guest Customer (Order #49645230)

THE MOUNTS' ATTRIBUTES

Your first horse should have a stable temper, while skilled riders might prefer a stubborn mount with lots of stamina. Rules-wise mounts have Attributes that function just as those for humans' do. They vary between 1 and 20; 1 is close to slaughter and 20 max The Bonus system is the same, going from -5 to +5. At Attribute Checks, 20 is enough to succeed. The table below shows standard values for different breeds.

CONSTITUTION

How long the horse can uphold its speed and how many hours a day is it able to work. This value gives you an idea on how long the horse will survive without food, water, or care (in extreme cases as many days as its Con Bonus). Horses recover 1 Con Loss per Hour.

INTELLIGENCE

How fast your horse understands the commands you give it and how attentive it is on its rider's reactions and actions. The horse's Intelligence determines how easily it will learn new tricks and tasks.

QUICKNESS

The higher this Attribute is, the faster the horse and the better it will be at maneuvering in cramped spaces and at turning around. Smaller horses are usually quicker than the more hefty and large breeds.

TEMPER

A horse with a high Temper is kind and attentive, even if it may be fiery. Stubborn and mean are typical for low Temper scores; these horses may bite, stand on your foot and such. Such a horse demands your care and patience. If you manage to connect to a stubborn and grumpy mount, it will still only be kind to you, not any other rider. A horse thief would have a hard time stealing it. The Temper Bonus affects the horse's Movement (a high Temper makes the mount faster).

HORSES – ATTRIBUTES & PRICES

BREED	CON	INT	QUICK	TEMP	Move[1]	Price
THOROUGHBRED	16	13	17	10	34	$250
STANDARDBRED	17	14	15	15	32	$200
APPALOOSA	12	13	15	13	31	$30
ARABIAN HORSE	17	15	16	15	34	$300
CLYDESDALE	18	13	9	15	20	$60
MUSTANG	15	10	15	6	28	$30
PALOMINO	13	13	15	10	30	$75
QUARTER HORSE	10	14	17	14	35	$35
MULE/HINNEY	14	8	10	9	20	$50
DONKEY	15	7	9	7	17	$20

[1] Movement = The horse's full Quickness x 2 + Temper Bonus.

HOW TO CHANGE AN ATTRIBUTE

You can change the Attributes of your horse as many steps as its Quality Bonus. The Attributes, and thus the Quality too, are affected by how you care for it and the training it gets (more on this later on).

OTHER CONCEPTS

WITHERS

Measure your mount from its withers to the ground. The withers is the highest point on their back, located at the end of the neck, by the shoulder-blades. There are differences within and between different breeds.

WEIGHT, CARRY AND HAUL

It is good to know how heavy your mount is when you pass a rickety wooden bridge or want to know how much it can carry or haul. Large mounts can take on heavier loads than smaller ones, since an untrained mount may *carry* 1/5 of its weight or *haul* as much as it weighs. Thus, an untrained mount of 1.000 pounds can carry 200 pounds on its back or haul a load of 1.000 pounds. If you successfully *Draft-train* your horse, its ability to work with heavy loads is increased by 50%.

The weight differs ±200 pounds within each breed. If you change the weight 200 pounds, the Quickness of a smaller mount gets +1 faster, a heavier -1 slower. The capacity to carry changes by 10 pounds for every 50 pounds of altered weight. Heavier mounts are stronger.

If you make your mount take on a too heavy load its Movement changes by 1 for every 10 pounds it carries or 50 pounds it hauls. An untrained horse at 1.300 pounds may carry 260 pounds. If it has to carry 300 pounds the Movement is lowered by 4 that day.

APTITUDE AND JUMPING

Aptitude is your mount's Int Bonus x 2 and shows how easy or hard it is to train. This value is used to modify your Animal Training Skill Check with this mount. A high Aptitude means it is eager to learn, while a low value is more typical of a slow and stubborn mount, not as easily persuaded to trust its trainer.

Jumping shows the mount's talent for passing hurdles and modifies your Ride Skill Check. Some breeds are more talented than others, as shown here.

GUTS, GRIT AND DEFENSE

Guts depends on the mount's weight in pounds; 1 if 500-899, 2 if 900-1299, 3 if 1.300-1.700, and so on. Then add the Con Bonus to get the final Guts. Grit consists of the mounts Guts and Intelligence Bonus. All mounts have Defense 3 + their Bonuses in Intelligence and Quickness. A *Battle-trained* mount gets Guts +1, Grit +5, and Defense +2.

Guest Customer (Order #49645230)

MOVEMENT

How far you get on your mount in a day depends on its QUICKNESS and its CONSTITUTION. QUICKNESS determines the speed and CONSTITUTION the stamina – how long it is able to go on at that pace. Your mount's MOVEMENT consists of its QUICKNESS x 2 + the TEMPER BONUS. A Clydesdale with QUICKNESS 9 and TEMPER 15 (BONUS +2) gets MOVEMENT 20 (9 x 2 = 18 + 2 = 20). The exact speed at any given moment depends on the mount's gait and the terrain.

Stamina is affected by both the gait and the terrain, since the mount gets more tired the faster it moves or if the terrain is more challenging. This is measured in CON LOSS. The mount may lose as much CON LOSS as its CONSTITUTION without any penalties. However, if you continue beyond that, your mount receives -1 for every additional CON LOSS it gets. When the mount has lost double its CONSTITUTION it dies. A Quarter Horse will move 47 miles in 10 hours on the prairie, while the slower donkey will only get 23 miles in that time – but it will be able to keep on for another 5 hours and at least reaching 34 miles in a full day's travel.

WALK (MOVEMENT/10) — CON LOSS: 1/HOUR

Your mount moves easy and can WALK for a long time without rest. Divide the MOVEMENT by 16 to see its speed in miles/hour (MOVEMENT 30 = 1,8 miles/hour).

TROT (WALK x2) — CON LOSS: 2/HOUR

A mount can TROT long distances at a time and this gait is gentle even on inexperienced riders. TROT is twice as fast as WALK but the mount gets tired twice as fast.

GALLOP (WALK x3) — CON LOSS: 6/HOUR

GALLOP is best when you want to be fast for a short while. It is three times faster than WALK but the mount suffers 1 CON LOSS every ten minutes of GALLOP.

CHASE GALLOP (MOVEMENT) — CON LOSS: 1/MINUTE

This is the gait when you want to travel really fast – for instance, during a *Chase* (see rules later on). CHASE GALLOP is not based on WALK; instead you use the mount's MOVEMENT, where 1 MOVEMENT equals 1 yard/ROUND (6 seconds) or 10 yards every minute (thus MOVEMENT 30 equals 30 yards/ROUND or 300 yards/minute).

RACE GALLOP (MOVEMENT) — CON LOSS: 1/100 METER

You only use this gait during races, especially at race tracks. See rules for horse races later in this chapter.

RACE TROT (MOVEMENT) — CON LOSS: 1/100 METER

Trot is more than a comfortable gait for the rider. In this race version the mounts may move just as quickly as galloping race horses if all the prerequisites are right, such as at a good race track. See race rules later on.

TERRAIN

The higher your mount's MOVEMENT, the more impact the terrain has on its speed (see table). A Donkey with MOVEMENT 17 will only gain +2 miles/hour in the FOREST, while an Appaloosa with MOVEMENT 31 gains +6 miles/hour in the same terrain. SWAMPS, MOUNTAINS and DESERTS are more taxing to travel; thus you suffer 1 additional CON LOSS every hour.

TERRAIN

TERRAIN[1]	THE MOUNT'S MOVEMENT				CON LOSS
	1-19	20-29	30-39	40-	
SWAMP	±0	±0	±0	±0	+1
MOUNTAIN[2]	+2	+4	+6	+8	+1
DESERT[3]	+4	+6	+8	+10	+1
FOREST	+2	+4	+6	+8	±0
PRAIRIE[4]	+4	+6	+8	+10	±0

1 All roads add another +2 miles/hour in all terrains.
2 Mules and donkeys only suffer 1 CON LOSS/hour in MOUNTAINS and DESERT.
3 Arabian Horses gain +4 miles/hour extra in the DESERT.
4 Mustangs gain +2 miles/hour on the PRAIRIE.

TRAVELLING FOR A FULL DAY

In these tables you see how far each mount (with standard ATTRIBUTES for the breed) gets while *walking* for a full day and how long it takes them. If you follow a road, increase the distance by 2 miles/hour.

TRAVEL EACH DAY IN MILES PER HOUR

BREED	SWAMP	MOUNTAINS	DESERT	FOREST	PRAIRIE
THOROUGHBRED	2.1	4	4.6	4	4.6
STANDARDBRED	2	3.8	4.5	3.8	4.5
APPALOOSA	1.9	3.8	4.4	3.8	4.4
ARABIAN HORSE	2.1	4	5.8	4	4.6
CLYDESDALE	1.2	2.5	3.1	2.5	3.1
MUSTANG	1.7	3	3.6	3	4.2
PALOMINO	1.9	3.7	4.3	3.7	4.3
QUARTER HORSE	2.2	4	4.7	4	4.7
MULE/HINNEY	1.2	2.5	3.1	2.5	3.1
DONKEY	1.1	1.7	2.3	1.7	2.3

TRAVEL EACH DAY IN MILES AND HOURS

BREED	SWAMP	MOUNTAINS	DESERT	FOREST	PRAIRIE
THOROUGHBRED	17/8	32/8	36/8	63/16	73/16
STANDARDBRED	17/8	32/8	38/8	65/17	76/17
APPALOOSA	11/6	22/6	26/6	45/12	53/12
ARABIAN HORSE	17/8	34/8	50/8	67/17	78/17
CLYDESDALE	11/9	22/9	28/9	45/18	56/18
MUSTANG	13/7	22/7	28/7	45/15	63/15
PALOMINO	12/6	24/6	28/6	50/13	56/13
QUARTER HORSE	11/5	20/5	24/5	40/10	47/10
MULE/HINNEY	9/7	34/14	43/14	34/14	43/14
DONKEY	7/7	24/15	34/15	24/15	34/15

Guest Customer (Order #49645230)

AMERICAN THOROUGHBRED

Sports and races are becoming ever more popular in the US. Few, if any, can compare to the prestigious gallop races at established race tracks, especially when you measure the dedication and enthusiasm. There are two competing centers for horse racing and breeding in the country. Kentucky and Tennessee are considered the founding cradle of horse racing. Most experts believe the best horses are bred there, especially when it comes to American Thoroughbreds and American Standardbreds. Robert A. Alexander created the American Thoroughbred at his *Woodburn Stud* in Kentucky. He died two years after the Civil War. His less enthusiastic son A. J. Alexander is now handling the business.

Since the end of the Civil War, The East Coast and New York have become more important for galloping races. Trend-sensitive gentlemen all want to own a race horse. The East Coast race tracks are extravagant and they offer more prize money (called *purses*) than anywhere else in the country. *Kentucky Derby* cannot compete with *Belmont Stakes* and *Travers Stakes* when it comes to prize money in total, even though they are able to give the winner almost as much. August Belmont and William R. Travers are galloping enthusiasts who have bought themselves a prestigious stud farm each. Of course they bought horses for breeding from *Woodburn Stud*. Distances in galloping have almost halved since the Civil War, making QUICKNESS more important than ever.

The legendary stud *Lexington* died last year. He and his father *Boston* have sired an enormous amount of race horses who have done well at the tracks, even though they both turned blind when they got older. Every stud farm wants to have at least one foal from one of the great sires to build their own breeding around. *Kentucky*, a son of *Lexington*, is the most used breeding stud on the East Coast.

FACTS ON THOROUGHBREDS

CONCEPTS AND ATTRIBUTES

WITHERS	5.4	WEIGHT	1.100
CONSTITUTION	16	BONUS	+2
INTELLIGENCE	13	BONUS	+1
QUICKNESS	17	BONUS	+3
TEMPER	10	BONUS	±0
CARRY/HAUL			220/1.100
APTITUDE/JUMPING			+2/±0
GUTS/GRIT/DEFENSE			4/5/9
MOVEMENT			34

Colors and Markings

Bay and dark bay are dominant colors, followed by chestnut and black. Roans in variations such as strawberry roans and blue roans occur.

The legs are usually dark, while white leg markings are rare.

Build

The appearance may vary between different Thoroughbreds, not the least when it comes to size. In general it is well proportioned and somewhat square with strong muscles at the rear. The mane is thin, veins are visible, and the tail sits high. Hooves are relatively small and may be sensitive.

The long neck ends by the sloping shoulders and at the marked withers. The American Thoroughbred has a noble and not too large head. The ears are well proportioned, the large eyes are lively, the nostrils are large, and the lips thin.

Temper

Thoroughbreds have a large mental capacity and learn easily. They are bold, brave, and enjoy pushing forward. Their temper might be a little too lively for a new rider, though.

Chores and Uses

This race horse dominates the galloping sport in the US. It is a great riding horse, causing General Custer to buy Thoroughbreds for himself and his officers while he was stationed in Kentucky in 1873.

Guest Customer (Order #49645230)

FACTS ON STANDARDBREDS

CONCEPTS AND ATTRIBUTES			
WITHERS	5.2	WEIGHT	1.200
CONSTITUTION	17	BONUS	+3
INTELLIGENCE	14	BONUS	+1
QUICKNESS	15	BONUS	+2
TEMPER	15	BONUS	+2
CARRY/HAUL			240/1.200
APTITUDE/JUMPING			+2/+5
GUTS/GRIT/DEFENSE			5/6/8
MOVEMENT			32

Colors and Markings

The American Standardbreds are most common in bay, black and chestnut. In rare cases you see a roan. All facial and leg markings occur.

Build

Similar build to the Thoroughbred, but the Standardbred is more muscular. The shoulderblades are robust, strong and long and the chest is thick and deep, with the ribs being well sprung. The muscular and lean neck is slightly arched. The withers are well defined and the legs muscular, allowing long, fluid strides. Many Standardbreds are pacers, moving the legs on each side in parallel, in contrast to most other breeds.

This horse is powerful and it has a chiseled, beautifully-proportioned head. The broad forehead is complemented with large nostrils, a small muzzle, and shallow mouth. The ears are small and set wide on the head, while the clear eyes are large and attractive.

Temper

This is a stable and brave horse, calm no matter what happens. It prefers to be active to feel well.

Chores and Uses

The breed is developed for racing, especially harness racing while race trotting. It works well in a harness and is a good riding horse full of stamina and speed.

STANDARDBRED

Horse races between mounts in harness have long been popular in the US. The carriages used are often light sulkies, to make it easier on the horse to pick up speed. This kind of racing is also an excellent way to prove that your horse is better than the others, just as you are a better teamster than the other drivers. During the 18th Century these races used to take place on city streets which was dangerous for all who happened to be there for any other reason. Now (1876), most harness races are held at special race tracks. In 1871 the nationwide *The National Trotting Association* was founded, which oversees many of the races and this sport.

The prestige, popularity and all the betting money surrounding harness racing have enticed many to try to breed the ultimate race horse. It began in 1793 when Henry Astor imported the English Thoroughbred *Messenger*, using him to sire almost all harness racers that were bred in Pennsylvania and New York and its surroundings. *Messenger's* reputation is still intact and almost all competing race horses have his name in their pedigree, often more than once since inbreeding is very common.

Not all foals live up to these expectations. *Messenger's* grandson *Abdallah* was so ugly and mean he was sold to a fish monger for $5. In spite of that, he sired the most influential harness racer of all – *Hambletonian 10,* or *Rysdyk's Hambletonian* as he is often called after his owner (who died a few years ago). Rysdyk worked for John Seeley when *Hambletonian 10* was born by a handicapped mare in May 1849. Rysdyk cared for the foal and mare and was able to buy them for $125, after relentless negotiations. The foal has earned him back that money and so much more since then. *Hambletonian 10* has been paid to breed almost 2.000 times so far, resulting in more than 1.300 foals. Now he is old enough to only have to breed 22 times a year, each time at a cost of $500.

Guest Customer (Order #49645230)

APPALOOSA

The Appaloosa and the Mustang are of the same origin, since they came to America with the Spanish conquistadors. Appaloosas have been better taken care of than the Mustangs, since the Nez Percé-tribe took responsibility for breeding Appaloosas. They got their first herd from the Shoshone tribe, and they have been developing the breed ever since. The Nez Percé lived in an ideal horse breeding area and their strict selection laid the foundation for a stable and attentive breed. Meriwether Lewis, the Lewis from the Lewis and Clark-expedition, wrote about the Appaloosan, *"Their horses seem to be of an excellent race; they are lofty, elegantly formed, active and durable. In short many of them look like fine English coursers and would make a figure in any country ... some of these horses are pied with large spots of white irregularly scattered and intermixed with black, brown, bey or some other dark color."*

The Appaloosa is a typical 'Indian Pony'. Its spotted coat distinguishes it from other breeds, and become even more usual over the years. Horses with a leopard coat and distinct colored fields are very popular, especially at shows and exhibitions, since they attract a lot of attention.

Appaloosas are close relatives to the Quarter Horse as well and they have a better temper than their cousin, the Mustang. Appaloosas are tough, persevering, fast, and kind. It is curious and attentive, and loves to be part of the action even if it has to be a bit pushy at times. This is an animal that has to be active or it will get restless.

Beware that the Appaloosa is widely considered to be an 'Indian Pony' and thus may draw unwanted attention to its rider. An Appaloosa is also easy to remember, thanks to its spectacular coat. Character wishing to stay undetected from the crowd might be wise to choose another kind of mount.

FACTS ON APPALOOSAS

CONCEPTS AND ATTRIBUTES			
WITHERS	4.8	WEIGHT	1.100
CONSTITUTION	12	BONUS	±0
INTELLIGENCE	13	BONUS	+1
QUICKNESS	15	BONUS	+2
TEMPER	13	BONUS	+1
CARRY/HAUL			220/1.100
APTITUDE/JUMPING			+2/+10
GUTS/GRIT/DEFENSE			2/3/8
MOVEMENT			31

Colors and Markings

A typical appaloosa is known for its spotted coat pattern and it can have almost any base color (bay, black, chestnut, palomino, buckskin, cremelo or perlino).

Build

Appaloosas usually have a thin mane and short tail. The small heads have straight profiles and sit on top of long muscular necks. They have a compact body with short back, muscular thigh and deep chest.

The main feature that distinguishes this breed from other horses are the spotted coat and the marbled skin surrounding its muzzle and genitals.

Appaloosas have a white ring around the iris of their eyes.

Temper

Appaloosas have an attentive and calm temper, even though they want to be part of the action and love to push forward. It is an athletic and resilient horse that enjoys being on the move. an Appaloosa needs to be active to stay healthy and not get bored.

Chores and Uses

Appaloosas are excellent jumpers and runners. It loves fast travels in the wilderness, where it moves swiftly and effortless. Hindrances seldom cause them trouble and the Appaloosa can dance over enclosures to the dismay of its owner.

Guest Customer (Order #49645230)

FACTS ON ARABIAN HORSES

CONCEPTS AND ATTRIBUTES			
WITHERS	4.9	WEIGHT	1.000
CONSTITUTION	17	BONUS	+3
INTELLIGENCE	15	BONUS	+2
QUICKNESS	16	BONUS	+2
TEMPER	15	BONUS	+2
CARRY/HAUL			200/1.000
APTITUDE/JUMPING			+4/+5
GUTS/GRIT/DEFENSE			5/7/9
MOVEMENT			34

Colors and Markings

Arabian horses are bay, roan or chestnut in color. All facial and leg markings may occur.

Build

Many Arabian Horses are different than most other horses, since they have 5 lumbar vertebrae (instead of the usual 6), and 17 pairs of ribs rather than the common 18. This gives the Arabian Horse a compact body with a short back and high tail carriage. The legs are strong and sound, and their hooves good.

The compact build together with the small, refined wedge-shaped head, and the arched neck are all part of their distinctive look.

The eyes are large, dark, and low set. The ears are small and beautiful. The long neck has a noble curve.

Temper

The Arabian is a lively but gentle breed, famous for its drive, intelligence, and stamina. It is a horse full of joy and curiosity. Arabian Horses are brave and bursting with energy as long you take proper care of them. A happier mount more willing to follow its rider is hard to find.

Chores and Uses

Arabian Horses are riding horses, but can be used in harness for smaller carriages as well. It is fast, both on shorter as well as longer distances, and it is famous for its stamina.

ARABIAN HORSE

The Bedouins were the first to domesticate Arabian Horses. They wanted to preserve the purity of their breed and could recite the entire pedigree of each horse from memory. Due to this tradition, the Arabian Horse is believed to be one of the oldest breeds of horses in the entire world.

The demand for Arabian Horses was high in countries who wanted their cavalry horses to be hardy, intelligent, and able to withstand disease better. The first Arabian Horses came to the US in 1747 when Nathaniel Harrisson imported three horses. Serious American breeding of this race had to wait until 1853 though, when the breeder A. Keene Richards started to use the horses he had bought during his Arabian travels in 1853 and 1856. Due to the race being relatively new to North America, it is not yet widespread. Arabian Horses are rare in the US in 1876. If you find one it will not be cheap! Owning an Arabian Horse is a mark of status and it comes with a lot of attention. Arabian Horses are the stars of all horses and they are well deserving of their good reputation.

Arabian Horses help develop most of the American breeds in the US in 1876. By letting an Arabian stud mate with a Mustang, Appaloosa or Quarter Horse, you try to infuse the stamina and attentive push from the Arabian breed. The Arabian Horse is not only beautiful with an impressive build; it is also a breed known for its good constitution. These horses are known to have it all – speed, stamina, a good temper, and a willingness to work with and pay attention to its rider. They are full of joyous energy making them ideal for the often hard work at a ranch.

An Arabian Horse will not gladly enter running water of any kind (Difficulty Level Very Hard -10). They also abhor trampling down people or attacking a human in any way. Trying to teach them to do it comes at Difficulty Level Extremely Hard (-15).

Guest Customer (Order #49645230)

CLYDESDALE

Clydesdales are strong, supple, and docile. It is a proud horse, moving gracefully even when strapped in a harness, hauling cumbersome loads.

The breed is meant for working, especially as a draft horse even though it can be used as a riding horse as well. Its massive strength and broad back is however better adapted for hauling wagons, coaches, ploughs and timber rather than carrying a human on its back.

The Clydesdale originates from Scotland and is a rather young horse race. It was developed from Belgian and Flemish working horse stallions bred with Scottish mares. The aim was to get a larger and more massive mount. The Clydesdale's has a capacity to haul large loads, all the while looking noble as it moves. It is persevering and insistent. A Cydesdale will not give up without trying time and again to get out of a tricky situation, such as being stuck in the mud with a far too heavy load.

This race has also been bred with Shire Horses to receive an even more impressive build. As luck will have it, these giant horses are attentive and energetic, always willing to put in an extra effort for their owner. Considering its remarkable strength, it would be hard to stop it from going wherever it pleased if its temper had been worse.

Clydesdales came to the US in the 1840s and became a popular coach horse in towns and cities. It also hauled heavy loads and worked at building sites. A driver with a Clydesdale in front of his load may not be fast, but the work will be done. It is hard to stop this steam engine of a horse.

This is a breed in need of care, and it cannot sustain itself for long without food and water. If you mistreat it the consequences are dire; it will lose Constitution and Temper twice as fast as other breeds (more on this later in this section). In spite of its massive strength the Clydesdale is not able to withstand malnourishment or neglect.

FACTS ON CLYDESDALES

CONCEPTS AND ATTRIBUTES			
WITHERS	5.9	WEIGHT	2.000
CONSTITUTION	18	BONUS	+3
INTELLIGENCE	13	BONUS	+1
QUICKNESS	9	BONUS	±0
TEMPER	15	BONUS	+2
CARRY/HAUL			400/2.000
APTITUDE/JUMPING			+2/±0
GUTS/GRIT/DEFENSE			7/8/6
MOVEMENT			20

Colors and Markings

Clydesdales are often bay with white facial and leg markings. Roan pattern, black, grey or chestnut coat also occurs.

Build

Clydesdales are well muscled and strong, with an arched neck, high withers, and a sloped shoulder. Their strong legs end in hard hooves covered by thick fetlock.

The facial profile is slightly convex with a broad forehead, and wide muzzle. The large intelligent eyes are set wide apart.

Temper

The Clydesdale is an energetic horse with great capacity and willingness to work. It is easy to train and moves carefully when small children are present. It is an excellent first horse for a new rider, even though it is a draft horse rather than a ride horse in general.

Chores and Uses

Clydesdales are draft horses and can haul almost impossibly heavy loads. It has been popular at farms as well as in the military. In the US it is often seen in front of coaches and carriages of different kinds.

Their kind and generous temper makes them great riding horses as well, especially for beginners. It is however slower than many other breeds and needs to be well taken care of to thrive. Shortage of food and water is not recommended.

Guest Customer (Order #49645230)

FACTS ON MUSTANGS

CONCEPTS AND ATTRIBUTES			
WITHERS	4.8	WEIGHT	1.000
CONSTITUTION	15	BONUS	+2
INTELLIGENCE	10	BONUS	±0
QUICKNESS	15	BONUS	+2
TEMPER	6	BONUS	-2
CARRY/HAUL			200/1.000
APTITUDE/JUMPING			±0/±0
GUTS/GRIT/DEFENSE			4/4/7
MOVEMENT			28

Colors and Markings

All colors, patterns and markings may occur on a mustang.

Build

The Mustang has a Roman profile, short neck, compact body, flat withers and sinuous legs. Different individuals may vary a lot in appearance though, probably due to its wild origins.

Compared to other breeds, most Mustangs would not be considered beautiful. They have a tendency to look more plain and worn, affecting their price to make them cheap.

Temper

Mustangs are tough, stubborn, and energetic powerhouses, demanding a skilled rider to really shine through. At the same time they are stubborn enough to keep on going on pure will even when their bodies should not be able to work anymore or any harder. It takes a skilled animal trainer to make a Mustang follow directions, but once taught it may be a great riding horse.

Chores and Uses

The Mustang is a resilient runner, an Indian Pony common among the Native people. It is mostly used as a riding horse, but has been known to haul loads as well. It is stubborn enough to keep on going long after a more delicate breed would have ceased trying. It is well suited to a life on the prairie.

MUSTANG

The Mustang came to America with the Spanish Conquistadors, just like the Appaloosa horses did. Some of the European horses were released or managed to escape, only to join the herds of wild horses in the American wilderness. The Mustang breed can trace influences from several horse races, making it obvious their ancestors track their roots all the way back over the Atlantic. As a consequence, the Mustang breed is more disparate than many others, where differences between individuals are more of a rule than an exception. There is no way to track your Mustang's pedigree very far back. Since most Mustangs are still found in wild herds on the prairie, it is also a wild breed making it more rebellious and stubborn than most other horse races.

Mustangs are hunted and caught by Native tribes, realizing how valuable these animals can be. It is not an easy mount to master. Taming and training will require skill from the rider, but the result is often a fast and tough horse, attentive to its rider. The wild temper may however resurface when least expected. The large variations between Mustangs when it comes to temper as well as their build, make their Attributes disparate as well. A character brave enough to buy or tame a Mustang may encounter a lot of surprises during game, positive as well as negative. This may be something for the Game Master to keep in mind.

Many of these horses still exhibit traits typical of their original ancestors. The Mustang often has a Spanish head with a Roman facial profile. A good Mustang with proper training may show a temper as well rounded and comfortable as an Appaloosa or even an Arabian Horse. Still, there will probably always be something wild over this breed. It is not a mount for a new rider, even if many a kid growing up in the west has dreamt about catching and training their own Mustang.

Guest Customer (Order #49645230)

PALOMINO

The Palomino traces its ancestry back to the Spanish Conquistadors, like so many other breeds in America (such as the Indian Ponies Appaloosa and Mustang). It does however not exhibit the same kind of general breed specifics as many of the other horse races, since the Palomino is more centered around the color of the coat – isabell – than anything else. That said, it is such a stunning beauty that many are looking for a Palomino just to show off. It is also a bundle of energy, a trait that seems to go hand in hand with the beautiful yellow color.

A Palomino is a luxury in a society where most have to make due with any horse they can get. The breed exhibits many traits typical of its European ancestors, such as the build and the mellow temper. That said, a Palomino may have more fire than the Quarter Horse or the Arabian Horse (Arabian Horses are often viewed as the gold standard of horse breeds). A Palomino requires a skilled rider to be at peak performance.

Due to the Palomino not being a breed quite like others, the temper and build exhibits a lot of variations. These horses are healthy and of good constitution, since the inbreeding is far less common compared to many prestigious breeds. The variations also make Palominos talented in different areas. You will often find an Arabian Horse or a Quarter Horse in the pedigree of your Palomino, and your horse will probably pick up traits from that race. There are worse influences for a horse to have.

The Game Master decides which traits and ATTRIBUTES will be most influential on your Palomino, and may also give the horse a temper of its own. The pedigree will affect the price; a Palomino of Quarter Horse or Mustang ancestry is a lot cheaper than one with an Arabian Horse in its bloodline. The price tag is however often a bit steep regardless since the Palomino is viewed as a finer horse than most regular breeds.

FACTS ON PALOMINOS

CONCEPTS AND ATTRIBUTES			
WITHERS	4.9	WEIGHT	1.100
CONSTITUTION	13	BONUS	+1
INTELLIGENCE	13	BONUS	+1
QUICKNESS	15	BONUS	+2
TEMPER	10	BONUS	±0
CARRY/HAUL			220/1.100
APTITUDE/JUMPING			+2/+10
GUTS/GRIT/DEFENSE			3/4/8
MOVEMENT			30

Colors and Markings

Chestnut with cream dilution turning the horse to a golden, yellow, or tan shade with a flaxen or white mane and tail is most common. Palominos range in shades from extremely light, almost cremello, to deep chocolate, but always with a white or flaxen mane and tail.

Build

Palominos have no common build, since the breed is mainly about its color. They do however tend to have small heads with a Roman facial profile, set atop a long well sculpted neck. The straight back ends in muscular thighs. Both the main and the tail are often impressive and thick as they flow behind the Palomino as it gallops.

Temper

The temper may vary as much as the build, even though most Palominos are willful and energetic. This is not a horse for a beginner, but a good partner if you are looking for a horse with stamina and do not shy away from the expensive price-tag on this beautiful horse.

Chores and Uses

The beauty of this horse makes it prestigious to own, and it is often used in situations where it is visible. It can be the prized possession of the rich rancher or displayed at exhibitions. It is not uncommon to see it compete in anything from steeplechase to dressage.

Guest Customer (Order #49645230)

FACTS ON QUARTER HORSES

CONCEPTS AND ATTRIBUTES			
WITHERS	5.1	WEIGHT	1.300
CONSTITUTION	10	BONUS	±0
INTELLIGENCE	14	BONUS	+1
QUICKNESS	17	BONUS	+3
TEMPER	14	BONUS	+1
CARRY/HAUL			260/1.300
APTITUDE/JUMPING			+2/±0
GUTS/GRIT/DEFENSE			3/4/9
MOVEMENT			35

Colors and Markings

Quarter Horses can be found in all solid colors and may have any facial or leg markings.

Build

This powerhouse of a horse has a muscular build, with a strong back and well sculpted legs. The shinbones are relatively short and the hooves are very hard.

Temper

A calmer, happier horse is hard to find. The Quarter Horse is attentive, wants to please its rider, and loves to be of use and to work. It is an intelligent and trusting mount with a steady temper.

Chores and Uses

Quarter Horses got their name from their explosive speed in short distance races, around a quarter of a mile. They are great cattle horses as well. Their intelligence and speed make them easy to work with and they are focused while working, intent on getting the job done. A trained Quarter Horse is invaluable to its rider.

Quarter Horses are great for new riders and work well as draft horses too. Its willingness to work makes it a great investment for anyone in need of a versatile mount. But the breed is sensitive; you must provide better for this horse than for a Mustang. They need to get food and water at regular intervals to stay healthy and productive.

QUARTER HORSE

Quarter Horses are the most popular among settlers and cowboys in North America. They track their heritage back to the Arabian, Andalusian, and Berber Horses the conquistadors brought with them to America in the 17th Century. These horses stay tamed though, and never ran off in the wild as the Mustangs and Appaloosas who got a similar heritage.

The conquistador's horses were bred with English Thoroughbreds in the hope of receiving a great race horse on short distances. The breed was named after the distance most such gallop races were held at; the quarter mile (440 yards). The number of Quarter Horses began to diminish when these races lost popularity in the 1850s. Around that time, their great talent for working with cattle was discovered. That is one reason the Quarter Horse is still one of the most common breeds.

Quarter Horses have proved themselves around cattle over time. Most cowboys and ranchers keep a couple of Quarter Horses each to work with. It is quick, agile, and focused. Many believe it is the Spanish ancestry that has provided the great instincts this horse has towards cattle. Andalusian Horses are famous for their skills in bullfighting.

The Quarter Horse has turned out to be something of a gold mine for settlers as well as cowboys. It is not as expensive as an Arabian Horse. It is easier to find than an Appaloosa and more reliable and friendly compared to the Mustang. Quarter Horses are capable of performing any kind of work you may imagine on a farm, and it is a good horse if you love sports and races. It is hard to find a better horse for new riders, since the Quarter Horse is patient and good-natured. All around a good wotkhorse. This is the ultimate all-round horse and their high intelligence makes it a first class mount. The sky is the limit for what it may achieve with the right owner.

Guest Customer (Order #49645230)

MULES AND HINNIES

Mules have a jack (donkey) father and a mare (horse) mother. Hinnies have a stallion (horse) father and a jenny (donkey) mother. In this description we will use mule as the term for both of these breeds, even though Hinnies are usually a little smaller than mules. Mules and Hinnies are sterile and cannot breed, with only very rare exceptions. Some mares may get a foal, but no stallions have ever sired an offspring.

Mules and Hinneys are popular work animals, since they combine the donkey's patience, stamina, and sure-footedness with the energy and strength of a horse. If you are looking for a good pack animal, mules do not get as restless when their load is heavy. At the same time, mules are thick-skinned and less sensitive to pressure than donkeys. They also withstand the forces of nature, such as the cold, the rain, or scorching sun, better.

These hardy and tough animals are resistant against bugs and insects as well as diseases of different kinds. Many settlers prefer to strap a mule in a harness in front of their plough since they handle the strain better than their cousins, the horses. They may not be as fast or as intelligent but they are willing to give all they got in the field and they will not give up anytime soon. Mules are brave animals and are able to handle situations where many horses would blench.

In spite of their willingness to work, mules have a bad reputation. They are appreciated when they work, but few would want to be seen riding on a mule or a donkey. It is considered less prestigious than a horse. If you neglect such status concerns, mules and hinnies can actually be good mounts, more than willing to work to please its rider. Few westerners would ride them in public though, out of fear of not being taken seriously in their profession afterwards.

FACTS ON MULES & HINNIES

CONCEPTS AND ATTRIBUTES			
WITHERS	4.6	WEIGHT	900
CONSTITUTION	14	BONUS	+1
INTELLIGENCE	8	BONUS	-1
QUICKNESS	10	BONUS	±0
TEMPER	9	BONUS	±0
CARRY/HAUL			225/900
APTITUDE/JUMPING			-2/-5
GUTS/GRIT/DEFENSE			3/2/4
MOVEMENT			20

Colors and Markings

Common colors are sorrel, bay, black and grey but many others may occur as well.

Build

Mules have short, thick heads, long ears and thin bones ending in small, slim hooves. The mane is short and the tail is hairless at the root.

Traits inherited from the horse ancestor are usually the withers, the build, and the color of the coat.

The breed sounds neither like a donkey nor a horse but something in between. It does have traits and attributes from both its parents, making each individual mule fairly unique. There are stark differences between different mules.

Temper

Mules are generally more patient and sober in their temper than their horse parent. At the same time they are more intelligent and less stubborn than their donkey parent.

Chores and Uses

Mules are sturdier than horses and can carry 25% of their own body weight (horses can only carry 20% of theirs). They stay healthier in wet and cold weather than the smaller and slower donkeys.

Mules often work on the farm, as pack animals or for riding (for instance by preachers). The US Army uses mules since they do not stress easily. Prospectors are known to prefer mules and donkeys.

Guest Customer (Order #49645230)

FACTS ON DONKEYS

CONCEPTS AND ATTRIBUTES			
WITHERS	3.9	WEIGHT	450
CONSTITUTION	15	BONUS	+2
INTELLIGENCE	7	BONUS	-1
QUICKNESS	9	BONUS	±0
TEMPER	7	BONUS	-1
CARRY/HAUL			112.5/450
APTITUDE/JUMPING			-2/-10
GUTS/GRIT/DEFENSE			3/2/4
MOVEMENT			17

Colors and Markings

Donkeys are often bay, black or grey. All markings may occur.

Build

Donkeys are smaller and more compact than horses. Their coat cannot handle water well, thus they should not be left outside to handle the rain and the cold. That could make them sick, thus diminishing their Quality.

The donkeys have considerably larger ears and better hearing than their horse relatives.

They make a sound humans can hear at a distance of 2 miles. Other donkeys pick up their call at even greater distances.

Temper

Donkeys are social animals and follow their owners as long as they are treated well. They are also known to be stubborn. When they protest a lot they usually have a good reason, such as not wanting to take on a far too heavy load just because their owner packed their saddle with more than they could carry.

Chores and Uses

Donkeys are most often used as cheap pack animals. Since they can live on less grazing than a horse and can get water out of almost any vegetation they are popular among prospectors and others travelling the wilderness. That they are sure-footed in a stony terrain contributes to their popularity as well.

DONKEYS

Donkeys are the favorite animal among prospectors and miners. They can carry heavy loads of tools, necessities, and ore. Since they are such social animals they will follow their owner without having to be lead or tied down in any way.

A donkey needs less food and water than a horse and their digestive system is able to handle dry twigs and grass for nutrition. They are able to carry 25% of their own body weight, compared to horses only able to carry 20% of theirs. Donkeys are ideal pack animals for those travelling the wilderness since they require less feed and water than horses and have such a high stamina.

The fur coat of this animal is however more sensitive than that of a horse, since they cannot resist water and are sensitive to both cold weather and scorching heat. Thus, the donkey needs to be kept in cover when it rains or snows and be well taken care of if it gets wet. If you want your donkey to stay healthy, you need to care for it during bad weather.

Donkeys do not stay together in tight herds. In order to keep in contact with others of their herd, they have a distinctive call, a sound humans can pick up at 2 miles distance and other donkeys even further away due to their large ears and good hearing. The large ears help them get rid of excess heat as well.

Donkeys are smaller and do not move as fast as horses, but their hooves are harder and need less attention. They are sure-footed even in stony terrain. The temper is mostly kind but they can be stubborn; for instance, they might decide not to move. Needless to say, this may cause irritation and frustration. Losing your temper will not solve anything. The carrot is a lot better card to play than the stick when trying to negotiate with these smart and social animals.

Guest Customer (Order #49645230)

APPEARANCE & MARKINGS

Basic colors are chestnut, black and bay. A chestnut is red-brown all over, with mane and tail in the same or lighter shade. A black horse is all black; body, mane and tail. A bay is brown with no red in it at all. It can be hard to tell the difference between a chestnut and a brown horse, especially when it is a darker chestnut.

These colors may be broken up and modified by different propensities. A chestnut with isabell becomes a Palomino, with its golden white color and light mane. A bay with the same propensity is usually called a buckskin and is more of a golden brown with a darker mane and tail. The Palomino is prestigious enough for some breeders to specialize in only that color. A roan has white hairs in the coat, often concentrated at the back. Depending on the basic color, they can be blue (black), red (chestnut), strawberry (light chestnut), lilac (dark chestnut), honey (Palomino) or bay roans.

The Indian ponies are often Pinto Horses, with large white and colored patches all over the body. Again, their base color determines the name, such as piebald (black), skewbald (chestnut or bay) or tri-colored.

Appaloosas are known for their spotted (leopard) coat. The spots may vary from coin size to a palm. They often got striped hooves and a marbled muzzle.

As some horses mature, white hairs begin to replace the base or birth color. Usually white hairs are first seen by the muzzle, eyes and flanks. As the horse ages, the coat continues to lighten to a white or gray coat.

THE MOUNT'S MARKINGS

FACIAL MARKINGS

1	Blaze	8	Faint star
2	Stripe	9	Small star
3	Stripe and nose	10	Star
4	Irregular blaze	11	Stars and stripes
5	Interrupted stripe	12	Crooked star
6	Bald face	13	Irregular star
7	Snip	14	Lip masking

LEG MARKINGS

1	Partial pastern	4	Sock
2	Coronet	5	Boot
3	Pastern	6	Stocking

Guest Customer (Order #49645230)

EQUIPMENT

A saddle lets you sit comfortably while you ride and distributes your weight over the mounts back. Most saddles are custom made, adapted to fit the riders butt and the back of the horse. If your saddle is not custom made, you risk the ride getting uncomfortable for you or your mount.

There are many different kinds of saddles. The Western saddle is most popular among cowboys. It is high at the back to give good support for your back during the long hours you ride on the trail. It is high in the front as well, so you can hold on to it when you rope in a calf or you need to rein in some recalcitrant cattle. What you gain in comfort is however lost in flexibility. They are a bit cumbersome to get in or out of, and they weigh almost 29 pounds.

Since 1859 the McClellan saddle has been Army standard. It is named after George B. McClellan, who commanded the Union troops in the Civil War from November 1861 to March 1862, when he was replaced. He sought his revenge by challenging Lincoln during the Presidential election of 1864, but lost. The saddle is more popular than the man. It is practical, sturdy, cheap to manufacture, yet flexible and lithe.

The English saddle is flatter and more flexible, but the weight of the rider is not as well distributed over the back of the horse, causing your mount to lose 1 addition Con Loss for every hour you ride in an English saddle. The small saddle allows more movement, making it better adjusted for high speeds. It is also easier to mount and dismount (2 Actions instead of 3).

A pack saddle is adapted for carrying loads. It consists of straps and stripes to keep the weight well distributed over the mounts back. There are Pack saddles for other animals too, such as dogs and goats.

Bridles, bit, and reins are also necessary. Bridle bits are often used for chases and rides in the wilderness, since they demand two hands. Curb bridles only demands one of the rider's hands to steer, making it better for those who have to work from horseback, such as soldiers and cowboys. Those who entertain or compete in dressage also prefer curb bridles.

NATIVE AMERICANS RIDING GEAR

Native people use simple but effective riding gear. There are variations between tribes, but they use a bit of braided leather or rawhide, tied to a loop under the horse's jaw as reins. The saddle may be a blanket or hide on the mounts back, kept in place by a girth tied around the belly. Stuffed saddles are pillows full of buffalo hairs with a girth and wooden stirrups. It only weighs a few pounds,. However, this equipment demands a rider of Skill Level 15, or it will be Hard (-5) to use. Those who can use it are at an advantage.

SADDLES

Western Saddle

McClellan Saddle

English Saddle

Pack Saddle

Guest Customer (Order #49645230)

TAKING CARE OF YOUR MOUNT

If you want your mount to be healthy, you need to take proper care of it. A healthy horse performs well and may save your life in a risky situation.

A horse spends 60% of the time it is awake walking around and munching grass and other edibles. It also needs water enough to survive the day. Optimal rations are 9-13 gallons of water, 22-31 pounds of hay and 7-11 pounds of straw. How long it can sustain itself without food and water depends on its Constitution. Every hour without water it suffers 1 Con Loss. When as many hours as its Value in Constitution have passed, there are consequences to further shortages.

Every additional hour without water results in you having to check one box of Negative Con Loss on the *Mount's Sheet* (available for free downloads). Every negative Con Loss renders a penalty of -1 on everything you try to make your mount do. When the mount suffers as much Negative Con Loss as the Value in Constitution, it dies of neglect. When you look at *Travel time each day*, the time to eat and drink is in incorporated already.

Good care also requires that you handle the mount's hooves every day before and after a ride. Clean them and make sure no sharp objects or pebbles are caught in the mount's feet. The outside of the hooves need to be wiped clean with a rag or rinsed with water.

Hooves are like nails, they grow constantly. You need to trim them every 6 weeks. Then you need to cut them and make sure every shoe is properly attached. Unshod horses do not need their hooves trimmed as often, if at all depending on the terrain. A mount in city terrain working on streets needs to be shod or its hooves will be torn down too far causing injuries

Mounts need to be brushed before beginning their work and groomed afterwards. If it has worked and sweated a lot, you need to dry it off with a damp rag first. You should never throw a bucket of water over it or make it wet all over, since that might cause your mount to catch a cold or get sore muscles. If you make your mount walk through water, you had better dry it off as soon as you can afterwards or at least keep it moving until it has dried out on its own.

AGE

A horse's teeth change over time. If you succeed in a Craft/Horses Check, you are able to tell its age.

You can start training a 3 year old horse. Putting a saddle on it earlier than that may hurt its back and muscles since it is still growing until it is 4 years old. 4 - 15 years old horses are at their peak, but they can work longer if they are properly cared for. A normal life span is 20 to 25 years, but if you treat it really well it could live and stay active for 40 years.

CARE AND ATTRIBUTES

Treat your mount well and it will reach its full potential (Attributes typical for the breed and Quality). Reaching this level is not difficult; provide feed, water and rest. Groom it and handle the hooves each day.

Proper care and handling will help an abused and neglected animal to recover and gain back any Attributes lost, no matter how poor it has been treated. If you should run into a 7 year old hollow and gloomy beast of burden with bad hooves, you might get it almost for free only to bring it back to a great life with normal or better Attributes than the breed standard. But this takes time. Every 4 weeks the mount is cared for and trained, you may raise 1 Attribute 1 step. In this case, care involves food and water regularly, being groomed and attending its hooves every day. Training can be anything from dressage to any of the paces typical of the mount. If you want to go above normal Quality, you will require more specialized training with your mount.

As long as the mount has no serious injuries, is blind or deaf, it can become beautiful and well trained in a short time. A seriously wounded mount will take longer to bring back, but it is still possible. There are cowboys who have refused to give up on their four-legged mate regardless of horrible injuries, only to slowly and patiently train the horse back to full health and back to work. How long it takes depends on how well trained it was, if it felt safe and secure with its rider, and how badly injured it was. A rule of thumb is to double the recovery time for badly injured animals. There are examples of horses with broken legs being cared for back to health, but usually those kinds of injuries results in the mount being put to death.

Neglect causes the mount's Attributes to sink. If it is not trained or cared for it will lower 1 step in 1 (optional) Attribute every week. There is also a risk it will get sick – roll a d20. If the result is lower than the amount of steps it has had to lower in total, it gets sick). Neglect is defined as not providing feed, water, or care (hooves and grooming). A horse in the wilderness given time to rest and munch on grass as well as getting attention to its hooves will not lose any Attributes. Still, if injured or sick, you need to attend to it when you are within civilization.

Horses can be mistreated in cities too, by people who intentionally hurt or abuse them. Tormenters get a bad reputation; horses are highly valued as draft animals and for riding. An abused horse loses Attributes twice as fast – 2 steps each week – as neglected mounts. It is harder to make the mount feel Safe again (this *Training* has to be learned anew, with a harder Difficulty Level the longer the abuse lasted).

Guest Customer (Order #49645230)

INJURIES AND TREATMENTS

Injuries and care of wounds works the same way on horses as on people. The difference is that most injuries occur on the horses' hooves, thus requiring a skilled farrier to heal. This is often taken care of by a smith, skilled in Craft/Horses. He (or she) is after all already taking care of the hooves when changing horse shoes. An injured horse can still be of use with the right training. If it has been blinded or become deaf, its Aptitude is lowered by -5 (but cannot be lower than - 15 in total). A lower Aptitude makes it harder to train your mount, and thus make it better.

DISEASES

In spite of their size, horses are sensitive animals. Their fur and hooves need constant care, and their digestive system can easily become out of balance.

LAMINITIS/FOUNDER — HOOF INJURY

CAUSE: Mare who just had a foal, quick change of feed.
DESCRIPTION: Limp or lameness. If the coffin bone is perforated through the sole of the hoof, there is no cure. You need to kill the horse to save it from suffering.
REMEDY: Rest, smaller feed rations. The horse cannot work for 20 minus its Constitution in days.
MODIFICATION: The horse moves at -5 in Quickness and cannot carry any load or rider while sick and resting.

HOOF ABSCESS — HOOF INJURY

CAUSE: Treading injury.
DESCRIPTION: Lameness, hoof is warm from inflammation.
REMEDY: A farrier drains the abscess and flushes the hoof. The horse must rest until the injury is healed. The Craft/Horses Skill Check is Hard (-5), in order to find and drain the abscess.
MODIFICATION: The ability to Carry is diminished by 40 pounds and Quickness with -3 while sick.

HOOF WALL CRACKS — HOOF INJURY

CAUSE: Treading injury, the farrier made a grievous error when attending the hoof.
DESCRIPTION: The crack makes it hard for the horse to stand on or putting any weight on the injured hoof.
REMEDY: The farrier or blacksmith needs to line a new horseshoe on the injured hoof and attend to it every day. Hoof clay can be used to add moisture.
MODIFICATION: Carry is diminished by 66 pounds while sick. If the crack is not properly cared for and heal the horse may get an inflammation or abscess in the hoof.

PUNCTURE WOUNDS OF THE FOOT — HOOF INJURY

CAUSE: Horseshoe wrongfully attached, treading injury.
DESCRIPTION: Sore foot and hoof, may limp.
REMEDY: The farrier needs to change the horseshoe.
MODIFICATION: None if you act within 10 days. If not, it may develop to a hoof abcess or get infected.

YEAST INFECTION/THRUSH — HOOF INJURY

CAUSE: Badly cared for hoof, the mount had to stand in feces and urine for too long without help from a farrier.
DESCRIPTION: The mount's radius may be eroded by ammonia, causing a limp or lameness.
REMEDY: Clean the hooves. A farrier needs to attend to the mount, with -10 on the Skill Check to get it clean and free of the yeast infection.
MODIFICATION: None, but only if attended to within 10 days.

QUITTOR — LEG INJURY

CAUSE: Poor care of the legs, wet seasonal exposure.
DESCRIPTION: The leg is sore and sullen from the hoof/pastern to the fetlock. Quittor can be dry or wet. If dry; the skin is dried out and sores; cracks and fissures occur. If wet, the leg is full of small running sores.
REMEDY: Clean the mount's leg every day. Dry Quittor may require an ointment made from Alkanna Tinctoria, Aloe Vera or Honeysuckle. Wet Quittor is better cared for with garlic or Black Alder. You may need to put a bandage on the leg. It is important your mount get to move around, as long as you keep the legs clean.
MODIFICATION: Unwilling to work, Skill Checks for Ride and Drive/Wagon come with -5 in penalty. Untreated Quittor can lead to infections and gangrene.

COLIC — DISEASE

CAUSE: First the mount had no food at all for a long while, then it got too much to eat and thus ate more than it was able to handle.
DESCRIPTION: The mount kicks or looks at its stomach, lies down and rises up again, acts restless and worried.
REMEDY: Take away all feed and make your mount move by walking beside it. Do not ride or make it draw any load while the problem is ongoing.
MODIFICATION: All the mount's Attributes are halved as long as it is sick, and any Skill Checks for Ride or Drive come with a -10 penalty. It takes 20 minus your mount's Constitution in days before it is well again.

TETANUS — DISEASE

CAUSE: Bacteria infects sores on legs and hooves. Sick mounts may spread disease to others.
DESCRIPTION: The mount moves stiffly and has trouble opening the mouth or swallowing. It ceases to eat, catches a fever, and gets muscle tensions. The disease lasts 5 minus the mount's Constitution Bonus in weeks, if rested. The mount suffers 1 Con Loss every day it is sick from this disease.
REMEDY: Rest and calm surroundings are important, just as fever reducing feed such as chamomile grass and making sure the mount drinks enough. You cannot speed your mount's recovery; patience is needed.
MODIFICATION: All the mount's Attributes are halved as long as it is sick, and any Skill Checks for Ride or Drive come with a -10 penalty.

Guest Customer (Order #49645230)

TRAIN YOUR MOUNT

You need the Skill Animal Training to train your horse. If you do not know it, hire a trainer. You still need to train with your mount (and can thus learn the Skill afterwards). Here you find Skills for your horse. They take at least the time stated in the header to learn anew. If your Animal Training Check fails, you can try a week later with Difficulty Level (+5 for each extra week). If 3 extra weeks is not enough, move on. This is not a Skill your mount will learn.

The price stated is what a trainer charges to train you and your mount for each Skill. Ranches, stage coach companies, the U.S. Army, and others with lots of horses hire trainers to work with all of their horses. If your horse already has a Skill, it will take half the stated time to learn to perform it with a new rider.

You can do other things while training your mount, it will not take all of your time in a day. The better you are at Animal Training, the more horses you can teach during the same time. For every Skill Level you got above 10 you can train 1 additional mount.

Most things you can teach your horse to do would render you a harder Difficulty Level should you fail and the mount is untrained. A successfully trained horse will disregard these penalties and allow you to add any of the mount's relevant Attribute Bonuses to your Skill Check in, for instance, Drive/Wagon or Sports/Polo. The descriptions tell you which Attribute Bonuses applies at each Skill.

A trained horse can perform actions attached to these Skills, but the rider also needs to know them in order to benefit from the mount's training.

BASIC TRAINING

A horse must be trained in order for you to ride on it, or the mount will do anything in its power to throw you, the saddle, or any other weight on its back. Basic Training need not be taught with every rider; the horse only needs to learn the gaits (Walk, Trot, Gallop) once as well as basic commands with bridle and feet.

BREAK

TIME: 4W **PRICE/WEEK:** $2 **DIFFICULTY:** ±0

The fastest way to get a horse ready to accept riders is to break it, using brutal methods to force it to obey commands. A broken horse gets -10 to learn any new Skills, since it finds it hard to trust people.

BASIC TRAINING

TIME: 8W **PRICE/WEEK:** $2 **DIFFICULTY:** ±0

Trust between rider and horse is built gradually with this method. First the horse walks on a longeing rein learning basic commands. Then you add a saddle on its back followed by short periods with a rider on its back.

JIB

(Int+Temp)

TIME: 2V **PRICE/WEEK:** $5 **DIFFICULTY:** -5

The mount jibs on command with a rider on its back. The speed or pace is never faster than at walk. A mount only jibs at command if it submits to the rider.

SAFE

(Int+Temp)

TIME: 4W **PRICE/WEEK:** $10 **DIFFICULTY:** -10

High sounds and gunfire will not scare a mount with this Skill. A Safe horse may stay in one place until its rider gets back or calls for it without wandering off or being scared away by sounds, smells, or fast moves.

However, the rider must not ever abuse it. If that happens, the Skill must be trained again but with a penalty of -15 to succeed. With a new rider the penalty is -5 more than usual. Safe horses are easier to Train in new Skills and understand their rider better. Their Aptitude increases with +5.

CLASSICAL DRESSAGE

There are two levels in Dressage, Basic and Advanced. The mount must master Basic Dressage before you can train it in Advanced Dressage.

BASIC DRESSAGE

(Int+Temp)

TIME: 15W **PRICE/WEEK:** $5 **DIFFICULTY:** ±0

Dressage is an old military art-form, used to make the horse disciplined on the battlefield and to show its skills in exhibitions. It is primarily noble men and women from Europe who are engaged in dressage outside of the military. However, most horses and mounts at a circus are trained in at least Basic Dressage.

This Skill includes a wealth of tricks such as *volt*, *pirouette, changing canter, piaffe* and *passage*. A volt is the horse walking in a perfect circle. The pirouette allows the horse to turn around where it stands. Changing canter is a smooth foot-change mid gallop; it is beautiful to look at and often performed at exhibits. A piaffe is a rhythmic short walk while passage is a rhythmic pace at a higher speed.

ADVANCED DRESSAGE

(Int+Temp)

TIME: 30W **PRICE/WEEK:** $5 **DIFFICULTY:** -5

This Skill covers tricks such as the *Levade* where the horse carries its entire weight on sharply angled hind legs. *Terre á Terre* is a short flexible pace, where the horse moves in leaps and lands on parallel front legs or hind legs. The *Capriole* is a horse jumps straight up into the air, kicks out with the hind legs, and lands on all four legs at the same time. Apart from looking beautiful it is lethal on the battlefield. A horse trained in Advanced Dressage makes +5 more in damage when kicking and may act as a living shield for its rider.

Guest Customer (Order #49645230)

★ TRAIN YOUR MOUNT ★

CHORES

Many mounts work long and hard for their living.

CATTLE HORSE (INT+TEMP)

TIME: 4W PRICE/WEEK: $5 DIFFICULTY: -5

The horse knows how to herd cattle, no matter how many animals it is. It can separate a cow or calf from the rest of the herd. The horse is trained to take commands without reins, freeing the rider to use both hands while working the herd.

BUFFALO HORSE (CON+INT)

TIME: 4W PRICE/WEEK: SPECIAL DIFFICULTY: -10

Buffalo horses will not be cornered by or pushed into a stampeding herd. They can handle the smells and muster the speed to hunt. A trained horse gets +1 GUTS and +5 GRITS. White people have no Buffalo Horses. Among Natives 1 Buffalo Mustang is worth as much as 10 untrained Mustangs. You have to pay 1 Mustang or 8 Buffalo hides each week a trainer helps you.

CARRY & HAUL (CON+TEMP)

TIME: 2W PRICE/WEEK: $5 DIFFICULTY: ±0

The mount is trained to wear a harness and haul loads or work the soil. It knows commands and how to manoeuvre itself and the wagon to optimize load and unload even in cramped spaces. A trained horse increases its CARRY and HAUL 50%. You can train animals such as oxen and sled-dogs in this SKILL.

WAR HORSE (INT+TEMP)

TIME: 4W PRICE/WEEK: SPECIAL DIFFICULTY: -10

The *War Horse* is better at taking commands without reins than the *Cavalry Horse*. It can withstand gunfire, the smell of blood, screaming people or getting wounded on the battlefield without bolting. It also gains +1 GUTS, +5 GRIT, and +2 DEFENSE. A *War Horse* can tread on bodies, which an untrained mount would never do. All TEMPER CHECKS during battle get a +5 BONUS and the horse can handle unexpected situations and sounds without panic. Among Native tribes a *War Horse* is as valuable as *Buffalo Horse* (10 Mustangs for 1 War Mustang) and is just as expensive to train (1 Mustang or 8 Buffalo Hides each week).

CAVALRY HORSE (INT+TEMP)

TIME: 4W PRICE/WEEK: $5 DIFFICULTY: -10

A *Cavalry Horse* is trained to handle gunfire without flinching, as well as wounded and screaming people acting irrationally mid battle. They keep up even if wounded. A *Cavalry Horse* can trample bodies unlike untrained mounts. They get +5 on any TEMPER CHECKS while in battle and will handle the unexpected (situations as well as sounds) better than untrained horses. *Cavalry Horses* get +1 GUTS, +5 GRIT, and +2 DEFENSE. The Army hires trainers for their horses.

COMPETITIONS AND TRICKS

It is popular to compete and sport with horses.

HIGH JUMPING (CON+TEMP)

TIME: 2W PRICE/WEEK: $5 DIFFICULTY: -5

This teaches a horse to jump over high and long obstacles (with a rider). Competing is done over set courses. Once the horse has learned, increase JUMPING by +5.

RACING (INT+TEMP)

TIME: 4W PRICE/WEEK: $10 DIFFICULTY: -10

Training for race situation with all it entails of high speed in cramped spaces when horses compete for the inner track. The horse also learns to tolerate screaming audiences. An untrained horse has -10 when racing. Used for all paces (trot, gallop), distances and tracks.

COME (INT+TEMP)

TIME: 3W PRICE/WEEK: $5 DIFFICULTY: -10

The horse comes trotting towards its rider on command. A *Cattle trained horse* get a bonus of +5 to learn to COME when called.

LIE DOWN (INT+TEMP)

TIME: 4W PRICE/WEEK: $5 DIFFICULTY: -5

The mount lies down at command and may be used as a living shield. DIFFICULTY with a rider is 5 worse.

PICK UP (INT+TEMP)

TIME: 4W PRICE/WEEK: $5 DIFFICULTY: -15

The mount is trained to PICK UP items from the ground on command. It is a popular trick at shows and exhibits.

POLO (CON+QCK)

TIME: 4W PRICE/WEEK: $10 DIFFICULTY: -10

The horse is trained to play on a POLO playing field where other contestants come very close, the riders with long wooden clubs swinging in the air. A POLO trained horse is less likely to panic or bolt at unexpected sounds or situations. Many Polo players have several trained horses to switch between at all times.

SWIM (CON+TEMP)

TIME: 4W PRICE/WEEK: $5 DIFFICULTY: -5

The mount is able to swim with a rider or load on its back, which does not come naturally for horses.

ATTRIBUTES (RAISE 1 STEP AT A TIME)

TIME: 20W PRICE/WEEK: $10/20/40 DIFFICULTY: -15

It takes time, money, and hard work to train a mount's ATTRIBUTES. ATTRIBUTES cannot be raised higher than +3 above the breed standard or 20 at most. The first raise costs you $10/week. The next time you raise the same ATTRIBUTE double the price to $20/week. The third and last it is $40/week. Every step above breed standard increases the mount's QUALITY by +1.

Guest Customer (Order #49645230)

COMPETING WITH YOUR HORSE

RODEO

Rodeo competitions are held in all wild cattle towns, the end of the line on the long cattle trails. The cowboys from the trails compete against each other as well as other outfits. Their skills in herding, riding and lariat are tested. There are no set Rodeo Shows on the same date each year, but competitions are held all through the season. Those who succeed well will get a pay raise and will find it easy to get to work next season, or even through the winter if they are lucky.

To remain riding on a wild horse or a bull, make a Ride Check (Difficulty -10 on a bull) every 10 seconds. 20 is enough to succeed. Add or withdraw 1 second for every step above or below 20 on each roll.

When calves are roped in as fast as possible, roll Animal Husbandry/Cattle and add +2/Degree you got in the Skill Ride. If the result is 20, you managed in 15 seconds. Add or withdraw 1 second for every step above or below 20 on your result,

POLO

Polo is introduced in the US the spring of 1876, when the *Westchester Polo Club* is founded. They compete at Jerome Park Racetrack in Bronx, New York. This is an expensive sport, popular among the social elite.

Polo is played with 3 or 4 players in each team. They play in gallop, trying to strike a small ball of willow between two goal posts. To determine the result of a game, let all players make a Sports/Polo Check and add +2/Degree from their Ride Skill. Every result above 25 means the player scored a goal, Add all players' results to get a final score for the game.

TROT

Trotting races where light carriages (sulkies) are drawn by the horse is a popular sport. Most races are held at local markets and many compete on regular roads. The distance is always 1 mile (1.760 yards).

There are racetracks at hundreds of places all over the US. The long tracks are 1 mile long and shaped like an oval. Most tracks are half the size though, thus requiring two laps to cover the distance.

American Standardbreds are the result of extensive breeding to find the best breed for trotting. Inbreeding is common. Everybody wants the two studs *Messenger* and *Hambletonian 10* in their horse's pedigree.

The best known champion is the 17-year old mare *Goldsmith Maid*. She has won over $300.000 for her owners and has the world record on a mile: 2 minutes and 14 seconds. The newspapers love to write about Goldsmith Maid, not the least since she travels around the country to compete against local challengers. She travels in her own special railway car.

GALLOPING

The best known races in the US are *Travers Stakes, Kentucky Derby, Preakness States,* and *Belmont Stakes*.

Travers Stakes is the oldest galloping race, founded in 1864 by the *Saratoga Racing Association*. It is named after the chairman William R. Travers, whose horse *Kentucky* won the first race. The jockey George Barbee won in 1874 on *Atilla* (time 3.09) and in 1875 on *D'Artagnan* (3.06). The favorite of 1876 is August Belmont's horse *Sultana*. The race is held in Saratoga Springs, New York, by the end of August each year.

The first *Preakness Stakes* was held on May 27, 1873. The race is named by Maryland's previous Governor Oden Bowie, to honor the colt *Preakness*. The first prize purse was $2.050, and in 1876 they have promised to raise it to $3.000. In 1875 John F. Chamberlain's horse *Tom Ochiltree* and the jockey Lloyd Huges won. Rumor has it that George Barbee has a contender in *Shirley* this year. Preakness Stakes is always held the third Saturday in May.

Kentucky Derby was founded by Colonel Meriwether Lewis Clark Jr. He started *Louisville's Jockey Club* to raise money for a race track outside of the city. The first Kentucky Derby was held in 1875, but it has already gained an audience and prestige. Kentucky Derby is held the first Saturday of May, In 1875, 10.000 people came to see the jockey Oliver Lewis win on Hal P. McGrath's horse *Aristides* (time 2:37). The favorite in 1876 is William Astor Jr's horse *Vagrant*.

Belmont Stakes is held in June each year, usually five weeks after *Kentucky Derby* and thus three weeks after *Preakness Stakes*. The first *Belmont Stakes* was founded in 1867 by Leonard Jerome, with financial backing from August Belmont – in whose name it is held. Races are held at *Jerome Park Racetrack* in Bronx, New York. 1875 the jockey Bobby Swim won on *Calvin* (2.42), owned by the veteran Hal P. McGrath. Calvin was the second fastest ever on this track. Most people expect Belmont's horse *Fiddlesticks* to win in 1876, but *Doswell & Co.* seems to be very confident their new star horse *Algerine* will win.

Winning stables are usually awarded 65% of the prize money. 20% goes to the second best, 10% to the third and 5% to the fourth best. *Kentucky Derby* gives $200 for second place and nothing to those below that.

FAMOUS GALLOPING RACES

RACE	DATE	DISTANCE[1]	PRIZE
BELMONT STAKES	June	1.5 Miles	$5.700
KENTUCKY DERBY	1st Saturday in May	1.5 Miles	$3.150
PREAKNESS STAKES	3rd Saturday in May	1.5 Miles	$3.000
TRAVERS STAKES	August	1.75 Miles	$5.700

[1] 1.5 miles = 12 Furlongs, 1.75 miles = 14 Furlongs

Guest Customer (Order #49645230)

RACING RULES

These rules are best suited for trot and galloping races held on race tracks. Each race is divided into *Furlongs* (220 yards, 1/8 of a mile). In *trot races* you roll *8 Furlongs*, since the races are 1 mile. In *gallop* it differs, but most races are *12 Furlongs* (1.5 miles). Some, like *Travers Stakes,* are longer and span over *12 Furlongs*.

All contestants roll Drive/Wagon or Ride (depending on the race) each *Furlong*. If you reached 20 you achieved the mount's Movement. For every 5 steps above 20 you get +1 Movement, while every 5 steps below 20 decrease Movement by -1. The mount with the *highest score during the first Furlong takes the lead*; the others position themselves according to their results.

When the *second Furlong* begins *the leader is the new base point*, and all the others get their distance to the leader (in Movement result) as a penalty to their rolls. You always move the leader first, then let the others act according to position. After each *Furlong* you calculate the positions and distances between contestants, since the current leader is always the base point for the next *Furlong*. The distance between the best and the worst will probably widen each *Furlong*.

Example: 3 horses race and get 35, 31 and 28 the first Furlong. *On the second* Furlong *the leader rolls a result of 32 and the second 34. Since it had -4 (35 -31) when the* Furlong *began, it is not enough to pass the leader, since its total result is now 30 (34 -4). The third horse's Movement this* Furlong *is 26, but since it had -7 (35 -28) from the first* Furlong, *it only gets a Movement of 19 now (26 -7). When the third* Furlong *begins it is close between the leader and the second mount (only Movement 2), while the third is trailing behind by -13.*

You can improve the mount's Movement by letting a short and thin jockey ride or drive. If the mount carries or hauls less than half its ability, Movement is increased by +1. If it has to take on more than its ability, the penalty is -1 for every 20 pounds extra. As a comparison, racing sulkies weigh 66 pounds each.

You can get +1 in Movement if you race on your own home track, or have the mount with the most previous races on this track of all the contestants in the race.

If you want to calculate the exact speed, *each Furlong takes 18 seconds in gallop or 23 seconds in trot* – provided you reach *Movement 35*. You get ±1 second for each step above or below 35.

CON LOSS, TACTICS AND SPURTS

Racing takes its toll. Every *Furlong* costs your mount 2 Con Loss. When it has lost as much as its Constitution, it takes Negative Con Loss. However, every Negative Con Loss comes with a penalty of -1 in Movement. When it has lost as much Negative Con Loss as its Constitution, it has burst itself and dies.

You do not have to use all of your resources each *Furlong*, but opt to slow your pace to reduce the Con Loss. If you lower Movement by -1, you only lose 1 Con Loss this *Furlong*.

To challenge and pass one or more contestants comes with a price in Con Loss. Every *Furlong* you go up side by side or charge ahead of a contender, you have to pay 1 extra Con Loss.

If your mount has energy (and possible Con Loss left to lose) you can choose to *spurt*. For every *extra* Con Loss you suffer, you gain Movement +1.

FUMBLE AND DIRTY TRICKS

If you Fumble, your Skill Check results in your Skill Level +1 *and* you also have to add the result on your Fumble Check from the *Fumble table* below:

FUMBLE - RACES

D20	RESULT
1	Horse wounded, has to withdraw from the race
2	Horse wounded. Movement decreased by 8/Furlong
3-4	Horse wounded. Movement decreased by 5/Furlong
5-6	Horse wounded. Movement decreased by 3/Furlong
7-8	Horse wounded. Movement decreased by 1/Furlong
9-12	Lose 10 Movement this Furlong.
13-14	Lose 8 Movement this Furlong.
15-16	Lose 5 Movement this Furlong.
17-18	Lose 3 Movement this Furlong.
19	Lose 1 Movement this Furlong.
20	The result is your Skill Level +1

Dirty Tricks (trying to corner another contestant, use your whip on somebody else or their mount) are only possible when you are side by side with another mount (even the second when they or you try to advance their position). It costs your mount 1 Con Loss to do, and your opponent makes a Vigilance Check to see if they notice your plan. If not, you get +10 on the Skill Check (Ride or Drive/Wagon) you both must roll. Check the result in the table below:

EFFECT - DIRTY TRICKS IN RACING

RESULT	EFFECT (OPPOSITE ROLLS)
BELOW 5	Both get -3 in Movement this Round/Furlong
5-9	Opponent gets -3 Movement this Round/Furlong
10-14	Opponent gets -5 Movement this Round/Furlong
15-19	Opponent gets -8 Movement this Round/Furlong
20+	Opponent must withdraw from the race

QUARTER RACES

Quarter Horses often race on 440 yard tracks (1/4 of a mile). Use the *Racing Rules* without Con Loss for changed positions; there are no curves involved. Each race is divided into 4 *Furlongs* of 110 yards each. 1 *Furlong* takes 10 seconds if you reach Movement 35. Get ±1 second every step above or below Movement 35.

Guest Customer (Order #49645230)

CHASES

Chan Lin was flying through the narrow alleys. Nothing could slow her down. She dodged the clothing lines and jumped over wooden crates. Not even public gatherings made her hesitate or change her speed. Would you if a madman with a hatchet was chasing after you? No one would, at least not if you wanted to survive!

She had accepted the challenge without a thought about the consequences. She just wanted to prove herself just as worthy as her older cousins, the ones constantly bragging about how helpful they were to their kongsi. When they had no food on grandpa's birthday, she had to act. Stealing a duck from the butcher Wang Jun was maybe not honorable, but tonight her entire family would be able to go to sleep on a full stomach!

Ezra runs out into the Louisiana's swamps to escape the Klan's nightriders with their lynching rope ready for action. The posse has the bank robbers within sight and wants to reclaim their money. The Warriors catch sight of the scalp hunters they have been chasing since the massacre in their camp. The stage coach companies compete for a new postal route in a race between two cities. The first company to deliver their message will win the contract. The pick-pocket runs through the city alleys to escape their angry mark with all the loot intact. All of these dramatic situations are fun to play and they benefit from more detailed rules on how to determine who is the fastest, especially if any obstacles show up along the way.

To provide more vivid details, we developed this system for handling *Chases*. As the chases progress the *Terrain* is altered, changing how fast you can move through it. Those involved may encounter unforeseen *Hurdles* or *Places* where they can try to hide or take cover. The difference between these chases and, for instance, when bounty hunters spend weeks tracking outlaws is direct contact. In chases, you are able to catch a glimpse of your prey or pick up sounds of their movement at times. This makes it relevant to roll the dice more often and go into greater detail. When you track, you make Skill Checks less often but may switch to chase mode at the very end of your search.

This section is best used when you want to know if the posse catches up or if you get away, or if you win that race through the wilderness. The rules cover all manners of transportation on land and sea.

PHASES DURING A CHASE

Begin by deciding the distance between the different parties during the chase in increments of 10 yards. When the chase begins, they will act according to their position, where the one in the front goes first.

Every Chase Round is 1 minute long, which equals 10 Combat Rounds. Every step in Movement during the chase is 10 yards long. (In combat you measure time in Combat Rounds and then every step in Movement is 1 yard). Follow these phases on your turn:

1. MAKE YOUR SKILL OR ATTRIBUTE CHECK

To decide how fast you are this Chase Round you make a Skill Check adapted to your way of transportation – Acrobatics, Swim, Drive/ or Seamanship. For every 5 steps your result is above 20 you get to add +1 to your Movement (25 equals +1, 30 +2, 35 +3, and so on). If your Check was below 20, you get -1 for every 5 steps in Movement (19 equals -1, 14 -2, 9 -3 and 4 or below -4. Remember that you get a penalty to your Skill Check if you are wounded.

2. MODIFY YOUR MOVEMENT

Once you got the Movement based on your Skill Check, adjust for the Terrain you pass (they have different modifications). Each 20 steps (200 yards) you randomize a new Terrain. Some turns you move over more than one kind. Always modify for the hardest Terrain you pass each Turn. If this means you do not have enough to move into a new Terrain, you are stuck at the end of the old until your next Turn.

Guest Customer (Order #49645230)

If your randomized Terrain shows a Hurdle, it is either *fixed* and you have to choose a new way or you get a choice. You can try to surpass it with a Skill or Attribute Check or take extra time to move past it. If your Check succeeds, it is faster, but if it fails you lose more time than if you had taken the slower route.

All Hurdles are set in the same Terrain as the last one you left. Most often, you need to pass it the first thing you do before entering this Terrain. However, you are allowed to save any Movement you already used to handle the Hurdle until your next Turn, thus not having to lose it all in between Rounds.

You need to lower your pace and your Movement if you get tired. Some Terrain are more taxing than others, but still both mounts and men suffer at least 1 Con Loss each Chase Turn. You can keep doing this as long as you have Constitution left, but once your Con Loss surpasses your Attribute Value you take Negative Con Loss instead – and then you get Movement each Turn. But beware, if you take as much Negative Con Loss as you got in Constitution you have spent all the energy you got and cannot move any further or you or your mount will die.

Trains and ships have a Structural Value instead of Constitution. They might take Structural Damage from attacks, Hurdles, or if they are using too much fire in the engine, but will not lose structural integrity each Chase Round as living creatures do.

3. MOVE FORWARD

When all mods are done, you know how far you can move.

4. PLAY NEW TERRAIN (MARKERS)

Sight in Terrain measures how far you see. If you have fewer steps left in a Terrain than the Sight, it is time to randomize a new Terrain. If the Sight value is 20 you see through the entire Terrain and may draw yet a new Terrain. No matter how many Terrains show 20, you never see more than 60 steps (1.200 yards). You see the Terrain in front of you for free, but it costs 1 Movement for each side you wish to look at to have an idea of alternative routes.

5. MARK YOUR CON LOSS/STRUCTURAL DAMAGE

Living creatures suffer at least 1 Con Loss each Chase Round (2 in *Desert, Mountains* and *Swamps*). They recover this Con Loss by 1/hour they rest. Ships and trains need to mend any Structural Damage they get.

6. TIME TO FIGHT, COMBAT

Combat may not begin until all have moved during a Chase Round. Then count time in Combat Rounds before the next Chase Round begins.

PHASES DURING CHASES

PHASE	ACTION
1	MAKE YOUR SKILL OR ATTRIBUTE CHECK
2	MODIFY YOUR MOVEMENT
3	MOVE FORWARD
4	PLAY NEW TERRAIN (MARKERS)
5	MARK YOUR CON LOSS/STRUCTURAL DAMAGE
6	TIME TO FIGHT, COMBAT

Guest Customer (Order #49645230)

HEAD STARTS

First you decide how much of a head start you will use in order to fix the right prerequisites. Measure the head start in steps of 10 yards each, since every TERRAIN lasts 20 steps (200 yards). Do not let them get too far ahead; 10 to 30 steps is usually good to begin with (even if both more and less can be advised at times). Do not forget to mark initial CON LOSS for those in the front (often for just 1 CHASE ROUND).

Once you decide on the head start you randomize a new TERRAIN for every 20 steps between those up front and their followers. The first TERRAIN is always the standard variety (just known as *Forest, Mountain*, etc). If there are more than 20 steps between them, randomize additional TERRAIN (use the tables or draw the *Markers* from the appendix). If those up front are lucky, they have already passed a difficult TERRAIN or OBSTACLE their followers now have to deal with.

Each CHASE ROUND begins with the person up front moving first, and then all characters act according to their position. When the person up front is done, he or she gets to play out a new TERRAIN if the SIGHT is good enough. Those behind do not have to take the exact same route, but can gamble by playing new TERRAIN at the sides of the one they are at. When doing so, they have to pay 1 additional MOVEMENT to see what is coming at each side. It is easiest to change routes if you use the *Terrain Markers*.

PLANNED CHASES

All chases do not have to take place in a random TERRAIN. There are situations where those in the front have planned their escape in advance and know where to go and what to expect, This might be as true for bank robbers as con men. Ambitious gangs may even have followed their planned route in advance to avoid any inconvenient surprises when their lives are on the line. When non-player characters are at the front, the Game Master may always plan the route in advance.

Such preparations should be awarded. For instance, you could allow your players to use the *Terrain Markers* to plan their escape route in advance. If so, you should still tell them to use at least half of the *Terrain* they plan as *Hurdles* or *Terrain* harder to travel than the standard terrain of that type (such as more hills, or such). Their greatest advantage is knowing what is to come, and to some degree being able to select HURDLES they might find easier to handle.

There is, of course, always a risk they might encounter something they have not been able to prepare themselves for. The Game Master may roll to check for HIDDEN HURDLES, such as *Rattlesnakes, Fog,* or *Warriors* crossing their path. If so, this *Terrain Marker* may substitute in for one of the planned TERRAINS, but the Game Master should not show the upcoming swap until the front character enters this marker.

RACES IN THE WILDERNESS

Another kind of meticulously planned *Chases* are races in the wilderness. These competitions usually follow an agreed upon path. This could be two paddle steamers betting on who will first reach St Louis, or when a prospector on his trusted mule challenges the mighty rancher on his fancy Palomino horse to find out who will first cross the Rocky Mountains following a certain track. It could also be that County Fair challenge where all who want to can partake in a race that begins and ends in the town, but where they have to pass some set stations out in the wilderness on their way. In all of these cases you can use the *Terrain Markers* to make the path they follow more engaging and interesting, even if it is not randomized. The only real exception to regular *Chase rules* is that no one has a head start to begin with.

Races on race tracks have their own rules, which you can find earlier in this book. These races are similar but not identical to the wilderness races. For instance, there are no tactical penalties in when to run up alongside or pass another mount in the wilderness. There are not so many tactics surrounding *spurts* either.

LOCAL KNOWLEDGE

If the chase takes place on your own home turf or in an area you know well, you will have an advantage over those who are new at the place. Then you get +1 MOVEMENT each CHASE ROUND, since you know your way well enough to find short cuts and reliable tracks without having to search for it. This is an exact equivalent to the advantage a race horse gets on their home race track.

WHEN DOES A CHASE END?

When a chase is considered to be over depends on what the situation was to begin with and what the goals of all those involved were. The easiest way to put it is when the posse has caught up with the robbers, or when those who follow are just too exhausted to keep on without a rest. If it was a planned chase, where the route was known in advance, the ending should be at a set place (at the finish line in the town where the race ends, or at the outlaw hide out up in mountains). If it was some kind of a race, there will probably not be any more dramatic scenes taking place afterwards. On the other hand, the outlaws will probably be prepared for a fight if the posse catches up with them. A fight may follow in many other situations as well.

The chase may also end with those up front getting away from their followers. This should happen when there are more than 100 steps (5 *Terrain Markers*) between the last outlaw and the first in the posse. Then the posse will have to reconsider their strategy on how to find and catch up with their prey. They obviously did not have what it took to win the chase.

Guest Customer (Order #49645230)

As soon as the hunted is beyond *Sight* or *Earshot*, the chase might come to an end. The one up front can now play out new terrain hidden to the other players. The posse may try to keep up and take a chance on the path they believe their prey has chosen. The Game Master is then responsible for showing them new terrain, as if it was randomly selected. Then the players will not know if they are on the right track or not. Should the posse get back within *Sight* or *Earshot*, the hidden terrain will be revealed since their paths are once again joined, and they all may move through the same terrain.

FOLLOWING TRACKS DURING A CHASE

The Posse can Track their prey if they lose contact. It will cost them 10 in Movement each Chase Round they keep Tracking. If the Skill Check succeeds, they are able to tell the direction their prey took. The better the Skill Check result, the faster they catch wind of their prey. For every 5 steps above 20 the posse loses 1 less Movement this Chase Round. They must, however, always pay at least 1 Movement to Track, no matter how good their result was.

Do not forget that important characters may have Talents such as Bloodhound and Eagle Eye they can use to enhance their chances to discover and keep track of the people up front.

HIDE AND SEEK

A chase is draining on stamina. Sooner or later the people up front have to stop, especially if the posse seems to have more energy left. They can try to hide or plan an ambush if the terrain is beneficial to them, with lousy Sight or a place to hide. Modify your Hide/Seek Check according to the table below. When the posse comes within Sight from your hideout, they make a Vigilance Check. If it is higher than your Hide/Seek, they spot you. If not, you are undetected.

HIDE/SEEK - ON THE GROUND

SIGHT	MEN	HORSES	WAGONS
1	+10	+5	±0
2-7	+5	±0	-5
8-12	±0	-5	-10
13-19	-5	-10	-15
20	-10	-15	-20

HIDE/SEEK - IN WATER

SIGHT	SIZE[1] 1-5	SIZE[1] 6-10	SIZE[1] 11-15	SIZE[1] 16-20
1	+10	+5	±0	-5
2-7	+5	±0	-5	-10
8-12	±0	-5	-10	-15
13-19	-5	-10	-15	-20
20	-10	-15	-20	-25

[1] Size. Trains and Riverboats are more visible than a horse and wagon.

COMBAT DURING CHASES

There are 10 Combat Rounds every Chase Round. You never interrupt an ongoing Chase Round to fight. Instead, at the very end of the Round anybody within Sight who wants to shoot or fight alerts the Game Master. All characters finish their Movement this Chase Round. Then a Combat Round begins with all rolling Cool under Fire to decide who acts first.

If only a few are close enough to get involved, they can now fight, while the others wait. If it lasts less than 10 Combat Rounds (i.e. an entire Chase Round) and any of the characters wishes to get back to the chase, let them do so. First solve the combat. Withdraw Movement from their upcoming Chase Round depending on how long they kept on fighting. A character on foot loses 2 Movement for each Combat Round fought, while horses, trains, and boats lose 4 Movement each Combat Round. You do not need to slow down or lose Movement for being shot at, if you do not shoot back (and do not get hurt).

If the fight carries on beyond 10 Combat Rounds, let the players involved pause while you let the rest of the players act during the Chase Round. More characters can get involved, if they get close enough.

If you do not want to lose any speed but still shoot, you may do so at a penalty of -10 to your aim. If there are guards on the wagon or boat not responsible for their Movement, they can shoot without losing any Movement. Their aim is still affected by the speed.

WEATHER

If it sounds difficult to be hunted across the mountains on a sunny day with a light breeze, consider the same distance in bad weather. Then everything gets harder; it almost hurts just to press on against the icy wind in your face. It is even harder to keep track of others, for good or ill during a chase. On the other hand, the weather may help you enhance the mood. Just remember that a chase such as depicted here is not really a marathon going on for days, due to all involved running out of stamina (taking too much Con Loss). Thus, you should refrain from changing the weather more than once each chase.

Lightning conditions affects the chase the same way as in combat; Pitch Black is -10 and Dark -5 when you roll for Movement, Vigilance, or Tracking.

WEATHER EFFECT MEN/HORSES/WAGONS

WEATHER	MOVEMENT	SIGHT	HEARING
CLOUDY	±0/±0/±0	-2	±0
RAIN	-2/-8/-12	-5	-5
THUNDER	-2/-10/-15	-4	-6
SNOWFALL	-3/-10/-15	-3	±0
DEEP SNOW	-5/-15/-20	-1	±0
STORM	-5/-15/-20	-10	-10

Guest Customer (Order #49645230)

MOVEMENT DURING CHASES

Your Movement defines how fast you can get from one place to another. You can calculate the basic Move-ment for anything, such as a human, a barge, a train, or a four-in-hand stage coach. The higher the Movement, the faster you go. Still, when it comes down to it, you want to be able to affect the outcome. You get to roll for it, using Acrobatics, Swim, Ride, Drive, or Seamanship to let your skill on that particular day have an impact. For every 5 steps above 20 on your Skill Check, you get to add +1 to your Movement. Should you get below 20, you get a penalty of -1 for every 5 steps below 20. During a *Chase*, you make a Skill Check every Chase Round.

You can get stuck in the terrain, having to fight Mother Nature and the terrain in general or a particular Obstacle thrown in your way. If a wagon ends up with a Movement of 0 or less, it is completely stuck in the mud (or something similar, depending on the terrain). A ship with that same result has run aground.

A group of people wishing to travel together and not spread out too much through the terrain will not be able to go faster than the slowest among them. If that is a non-player character, you only need to roll for that particular person. The others will adapt. The group could however use the speed of the faster ones to make them use that extra time to scout the terrain in order to choose the best way forward through this terrain. Since everybody within Sight of a person who fails to see a Hidden Hurdle get a +5 Bonus on their own Skill Check against that Hurdle, it could be a good strategy to let the fastest ride a step or two (20-40 yards) ahead of the others.

ON FOOT

People's Movement is the same value as their Speed Attribute. Make a Skill Check for Acrobatics when on solid ground or Swim when in water. When you are up to your waist in water you can choose which of these Skills to use, but when the water is higher than that you have to use Swim. You can only Carry double your Strength in pounds without getting slowed down. If you carry more, you suffer a penalty of -1 for every 10 pounds extra you bring with you.

ON HORSEBACK

Your mount's Movement is its Speed x 2 + its Temper Bonus. Make a Ride Skill Check every Chase Round; for instance a result of 31 would give you a +2 Bonus that Round. For every 10 pounds above your horse's Carry, it will get a Movement penalty of -1. If you are able to reduce the weight your mount carries enough to stay 100 pounds below its Carry, you get a +1 Movement Bonus.

ON THE COACH BOX

Always use the slowest mount's Movement (Speed x 2 + Temper Bonus) and withdraw the cost of your wagon. You get a bonus if more horses are in front of the wagon; +2 for a two-in-hand, +4 for a four-in-hand, +6 for a six-in-hand, and so on. You cannot go faster than the Movement of the slowest mount, but additional mounts let you reduce any Movement costs for the wagon or the load (the total weight). .

Movement is reduced by -1 for every 100 pounds that exceeds the mounts' Carry capacity. You get a +1 Carry Bonus for every extra mount – a two-in-hand can carry 200 pounds more at the same speed as a single horse and an eight-in-hand 800 pounds more.

TRAINS AND STEAM POWERED VESSELS

When you calculate the final Movement for all steam powered vessels you modify it with your Skill Check for Drive/Train or Seamanship (not Acrobatics, Ride, or Drive/Wagon). You may increase the speed by loading more coal, thus increasing the pressure. The risk is however dire. It may lead to a boiler explosion or other severe Fumbles. Declare in advance how much you overheat (0-5) each Chase Round, and keep track of your total added pressure each Round. If you Fumble, you get a penalty of all the added pressure during the chase so far on your Fumble Check. The more you overheat, the bigger the risk of a severe accident. The *Increased Speed-table* shows how much speed you gain for every extra pressure added.

ROWBOATS AND SAILBOATS

At sea, calculate the ship's Movement and make a Seamanship Check. All vessels powered by human muscles alone are considered as rowboats here. Heavily loaded boats will be slowed down.

CON LOSS AND INCREASED SPEED

A chase drains energy from hunter and prey alike. Living creatures pay -1 Con Loss each Chase Round (-2 in *Desert, Mountains* and *Swamp)*. Should the terrain change during a Round, pay for the most expensive kind. If you or your mount takes any Negative Con Loss, you must pay a penalty of -1 for each Negative Con Loss every Round. On a wagon, you judge this by the mount with the weakest Constitution, but get +1 for every extra mount. This can be decisive during a long chase. Sacrifice up to 5 Con Loss to increase speed that Round (see table below).

INCREASED SPEED

MOVEMENT	1-19	20-29	30-39	40-49	50-59	60-69
INCREASE/STEP	+1	+2	+3	+4	+5	+6

Guest Customer (Order #49645230)

FUMBLE DURING CHASES

Rolling a Fumble, ie the dice showing 1 when you make a Skill Check, is never good. During a Chase it can prove to be dire. To begin with, your Skill Check results in 1 plus your Skill Level, which probably results in you losing Movement this Chase Round (from not reaching 20). You also need to roll how bad the Fumble was, which almost always results in a Movement penalty due to the problem caused. As always, the higher you roll the better it is for you. Remember to add +1/Degree in your Skill to this Fumble. If you have increased the pressure in the steam engine to increase speed during the chase, you get a penalty on your Fumble roll as high as the total amount of extra pressure you have added.

FUMBLE - ON FOOT

D20	RESULT
1	Broken bone; a Severe Wound. Movement -10
2	Fall and black out. Wake up in 2 Rounds
3-4	Tumble and fall. Get back up in 1 Round
5-6	Sprained knee; lose 5/Round in Movement
7-8	Sprained ankle; lose 3/Round in Movement
9-12	Hurt foot; lose 1/Round in Movement
13-14	Lose 6 in Movement this Round.
15-16	Lose 4 in Movement this Round.
17-18	Lose 2 in Movement this Round.
19	Lose 1 in Movement this Round.
20	The result of this Skill Check is your Skill Level +1

FUMBLE - ROWBOATS

D20	RESULT
1	A leak in the hull; the boat sinks in 1D6 Rounds.
2	Man overboard. -20 in Movement to get back up.
3-4	Both oars gone; lose 10/Round in Movement.
5-6	One oar gone; lose 5/Round in Movement.
7-8	Broken oar; lose 2/Round in Movement
9-12	Lose 8 in Movement this Round.
13-14	Lose 6 in Movement this Round.
15-16	Lose 4 in Movement this Round.
17-18	Lose 2 in Movement this Round.
19	Lose 1 in Movement this Round.
20	The result of this Skill Check is your Skill Level +1

FUMBLE - ON HORSEBACK

D20	RESULT
1	Mount breaks a leg, rider is hurt (Damage Group 10)
2	Mount throws off its rider and runs away.
3-4	The saddle is loose, takes 1 Round to fix.
5-6	Mount badly hurt; lose 6/Round in Movement.
7-8	Mount hurt; lose 4/Round in Movement.
9-12	Mount lightly wounded; lose 2/Round in Movement.
13-14	Lose 12 in Movement this Round.
15-16	Lose 8 in Movement this Round.
17-18	Lose 4 in Movement this Round.
19	Lose 2 in Movement this Round.
20	The result of this Skill Check is your Skill Level +1

FUMBLE - SAILBOATS

D20	RESULT
1	Hole in the hull; ship sinks in 1D6 Rounds.
2	Fire aboard; lose 2 in Structural Damage/Round.
3-4	Small fire; lose 1 in Structural Damage/Round.
5-6	Broken mast; lose 6/Round in Movement.
7-8	Damaged mast; lose 4/Round in Movement.
9-12	Torn sails; lose 2/Round in Movement.
13-14	Lose 12 in Movement this Round.
15-16	Lose 8 in Movement this Round.
17-18	Lose 4 in Movement this Round.
19	Lose 2 in Movement this Round.
20	The result of this Skill Check is your Skill Level +1

FUMBLE - ON THE COACH BOX (WAGONS)

D20	RESULT
1	Wagon overturned; get an injury (Damage Group 10)
2	Broken wheel axle. Wagon cannot continue.
3-4	Wagon is stuck. It takes 1 Round to get free.
5-6	Wagon damaged; lose 6/Round in Movement.
7-8	Wagon damaged; lose 4/Round in Movement.
9-12	Wagon damaged; lose 2/Round in Movement.
13-14	Lose 12 in Movement this Round.
15-16	Lose 8 in Movement this Round.
17-18	Lose 4 in Movement this Round.
19	Lose 2 in Movement this Round.
20	The result of this Skill Check is your Skill Level +1

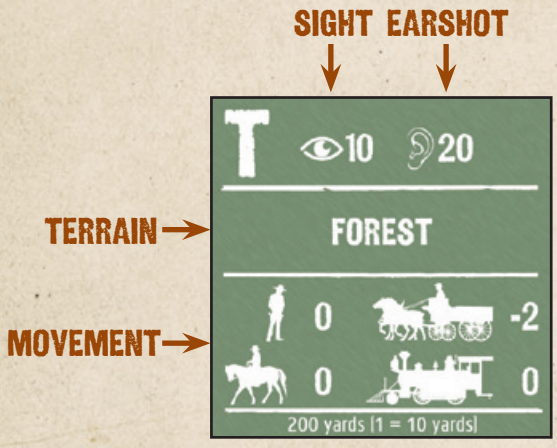
FUMBLE - TRAINS/STEAM POWERED VESSELS

D20	RESULT
1	Explosion. Derails/Ship sinks in 1D6 Rounds.
2	Explosion: lose 2 in Structural Damage/Round.
3-4	Fire aboard: lose 1 in Structural Damage/Round.
5-6	Damaged boiler; lose 6/Round in Movement.
7-8	Damaged boiler; lose 4/Round in Movement.
9-12	Damaged boiler; lose 2/Round in Movement.
13-14	Losing pressure; Movement drops 12 this Round.
15-16	Losing pressure; Movement drops 8 this Round.
17-18	Losing pressure; Movement drops 4 this Round.
19	Losing pressure; Movement drops 2 this Round.
20	The result of this Skill Check is your Skill Level +1

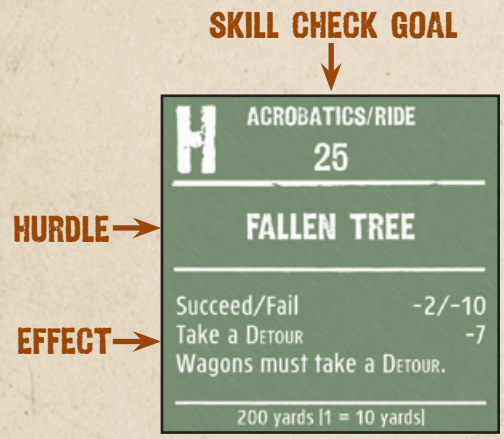
Guest Customer (Order #49645230)

TERRAIN MARKERS

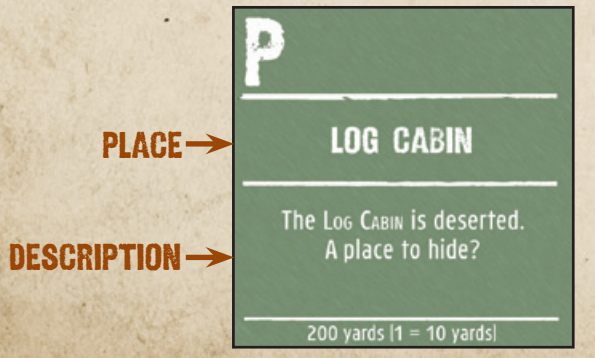
TERRAIN



HURDLE



PLACES



Before the Chase begins, decide which kind of Terrain it starts in. On the ground you can chose between *Forest, Mountain, Prairie, Desert, Swamp, Town,* or *City*. Smaller communities have no *Markers,* since a Chase would probably lead out into the surrounding terrain. If at sea, *Rivers* have their own *Terrain Markers*.

Every Terrain is introduced on a separate page with a *Random Table* and descriptions of how that particular terrain may vary. You can download *Terrain Markers* from *Western's* web page askfageln.se in a pdf for each kind of Terrain. These markers can be used when you play, to keep track of how everybody move and position themselves during the Chase.

Each terrain is divided into three categories: *Terrain*, *Hurdles,* and *Places*. On every *Marker* you find the information needed during game play. All *Markers* span 200 yards, which equals 20 steps in Movement. Use a D20 to note how far in on the marker each character is, the dice shows the number of steps they have advanced. Then you easily see how far apart they are. Position the dice to point in the same direction as the character moves over the marker.

In the top left corner a large letter signals what kind of marker it is: T = Terrain, H = Hurdle, and P = Place. You will find different kinds of information on the marker, depending on its category. Each Terrain has a separate color, used on the background of every marker belonging to it. That way you can always tell if a marker from one set of terrain accidentally get mixed up with another kind.

TERRAIN

At the top of each Terrain Marker you find how far away you see (the eye) or hear (the ear) in that particular terrain. The higher the number, the more you are aware of. These values are modified with Vigilance Bonus. The Talent Eagle Eye gives you an additional +5/+10/+15 in Sight, if you activate it.

If the Sight on a marker is higher than the number of steps you have left on it, you may play a new random terrain marker. Sight 20 allows you to see over the entire marker and you may draw yet another one. However, 60 (= 3 markers) is the maximum distance you can be aware of. The Sight determines if the posse can see the prey. The Earshot determines if they are able to pick up their sound, even if they can no longer see them. Knowing what lies ahead may prove valuable, especially if trouble is coming. If so, it may be wiser to change direction.

If you are unhappy with the marker you have in front of you, play another one to your left or right. It will cost you 1 Movement to scout the area in any direction (draw a marker and play it).

Guest Customer (Order #49645230)

You will find Movement Modifiers for the upcoming 20 steps (200 yards) on each marker. On the ground you can travel *On Foot, On Horseback, On the Coach Box,* or go by *Train*. At sea, your modes of transportation will be *Rowboats* (or other muscle powered ships), *Sailboats,* or *Steam powered Vessels*.

Whenever you move over more than one Terrain the same Round, you only modify your Movement with the kind that is hardest to travel through.

Hurdles and Places are located in the same Terrain as you travel in (the *Marker* you came from).

HURDLES

Most Hurdles begins between markers, so you cannot step over to the next marker until you have solved the problem the Hurdle caused. Since they always cost you Movement, you may not have enough left to actually enter the new marker this Round. Then you get stuck at the end of the last Marker but at least you are allowed to save the time spent on handling the Hurdle, making it easier to defeat next Round.

Every Hurdle informs you on how to pass it (a Skill Check with a set goal) and what will happen if you fail. Some Hurdles allow you to take a short Detour to avoid making the Skill Check and risk failing, while others will require that you change direction (for instance, a wagon cannot pass a *Cliff*). *Cliffs*. *Rock Walls* and *Rivers* always expand over the markers immediately to their left and right too.

Should you draw a Hidden Hurdle, the Game Master should act as if you had chosen a new Terrain Marker, same as the previous one. Vigilance will let you detect the danger, such as a rattle snake or alligator. You make the Check once you enter this *Marker*. If you see somebody else Fail a Hidden Hurdle, you are warned and get +5 on your Vigilance Check.

Trains move on tracks, which redefines some Hurdles, since nobody would lay a track into a *Rock Wall*.

HURDLES AND TRAINS

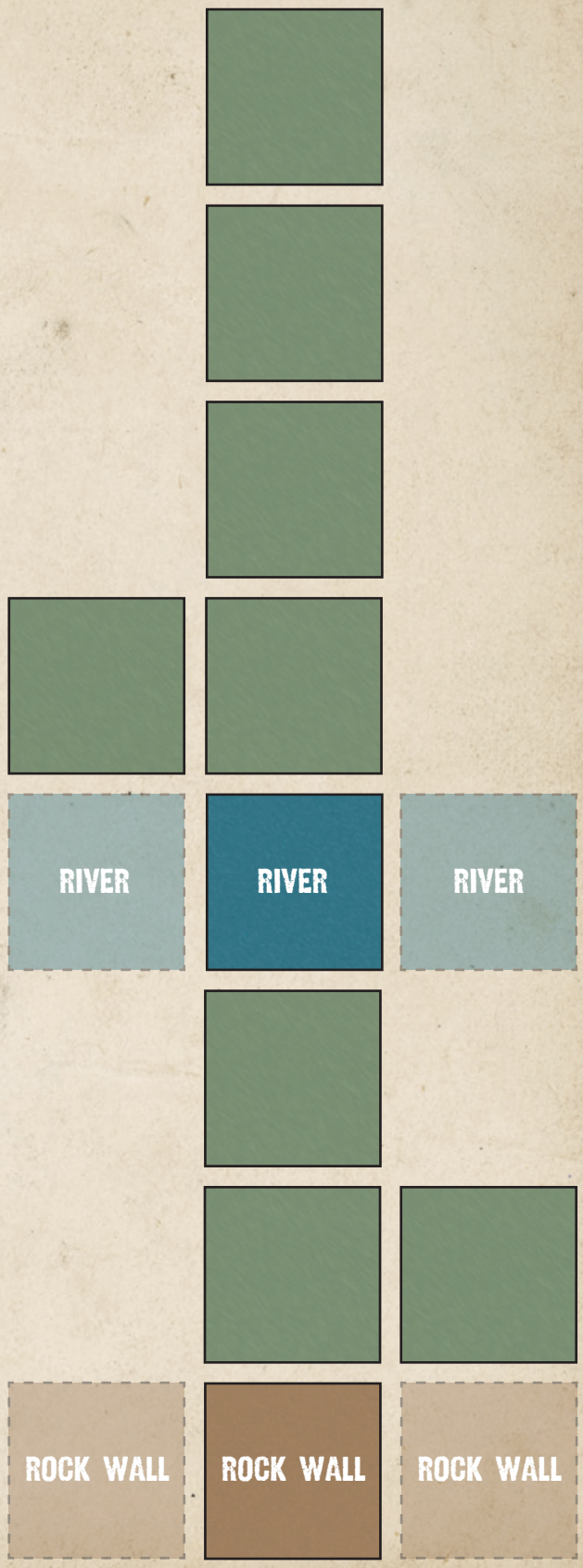
HURDLE	HOW IT IS HANDLED FOR TRAINS
ROCK WALL	A tunnel is built through the mountain
BOX CANYON	A tunnel is built through the canyon
GORGE	A bridge is built over the gorge
RIVER	A bridge is built over the river
STREAM	A bridge is built over the stream
CLIFF	Sharp angle, must change direction
WATER	Track has been laid on an embankment

PLACES

Places are set in the same terrain as the previous marker. They are often good to hide in. Make a Vigilance Check when you pass a Place. You get -5 if you do not slow down, but if you spend time looking for tracks or clues you get +1 in Vigilance for every Movement step you sacrifice, up to a max of +15.

EXAMPLE: HOW TO POSITION TERRAIN MARKERS

When you change direction, you may continue how far as you want in that way unless the Terrain stops you.



Guest Customer (Order #49645230)

CITIES

The streets and alleys of big cities is brimming of life and activity. There are often many new construction sites, since most cities are growing fast. You find lots of people, horses, and wagons that can be in your way if you are in a hurry. You need to be both quick and agile to keep up any speed.

If the *Police* see somebody racing down a street, they will probably intervene just to learn what it is all about. However, if the followers look shady or suspicious the *Police* will change their primary instinct and try to stop them instead.

In much the same way who you are will affect how you are treated in different terrain. If one side is clearly more at home in one terrain, such as poor pick pockets on *Skid Row* or rich gentlemen on the *Trafficked Avenues*, that side gets +5 to their Skill Checks. This is due to people in the area helping others they believe belong in the area, usually by making it easier for them to pass while getting in the way of their followers.

TERRAIN - CITIES

D100	HURDLE[1]	S	F	D	ROLL ...
01-02	DEAD END	-10	-20	-	A 30
03-07	CROWD	-5	-15	-	A/R/D 25
08-10	PARADE/DEMONSTRATION	-5	-15	-	A/R/D 25
11-13	POLICE (Hidden)	-	-	-	VIG 20
14-16	FIRE AND FIRE BRIGADE	-4	-12	-	A/R/D 25
17-20	CONSTRUCTION SITE	-4	-10	-	A/R/D 25
21-22	FUNERAL PROCESSION	-3	-9	-	A/R/D 20
23-26	WAGON[2]	-3	-8	-	A/R/D 20
27-31	VEGETABLE STAND/MARKET	-2	-6	-	A/R/D 20
32-35	WASH. LINE/BANNER (Hidden)	-1	-5	-	VIG 15
	TERRAIN[3]	F	H	W	T	S/E
36-37	NEW KIND OF TERRAIN[4]					
38-41	BUSY AVENUE	-2	-8	-12	0	10/15
42-47	SKID ROW	-2	-8	-10	0	14/18
48-55	ALLEY	-2	-8	-10	0	12/20
56-61	EMPTY LOT	-1	-4	-6	0	16/20
62-66	DOCKLANDS	0	0	0	0	14/20
67-71	INDUSTRIAL AREA	0	0	0	0	14/20
72-81	STREET (Standard Terrain)	0	0	0	0	16/20
82-87	SQUARE[5]	0	+4	+4	0	20/20
88-92	PARK[6]	0	+5	+4	0	16/20
93-98	PAVED STREET	+1	+4	+6	0	16/20
99-00	PLACE (Roll 1D6)[7]					

1 S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
2 (1D6): 1-2=Buckboard, 3-4=Buggy, 5-6=Carriage
3 F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
4 Use the kind of Terrain surrounding the city.
5 (1D6): 1=Empty, 2-3=Statue, 4=Fountain, 5=Market, 6=Crowd
6 (1D6): 1-2=Statue, 3=Gazebo, 4-5=Bridge, 6=Botanical Garden
7 (1D6): 1-2=Saloon, 3-4=Church, 5=Stable, 6=Train Station

HURDLES

DEAD END – Play like an *Alley*. When you see the end of this *Marker* (8 steps in) you discover a tall fence at the end. People can climb over; horses must turn around.
CROWD – A *Crowd* is blocking your way.
PARADE/DEMONSTRATION – If you are at an *Avenue* you will meet a *Parade*; otherwise it is a *Demonstration*.
POLICE – Stops the first to reach this *Marker* unless followers look more suspicious. If the Vigilance Check succeeds he is discovered at 15 steps, if it fails he is 10 steps away. He calls for backup, roll 1D6 every Round. At 1 a new *Police* appears 10 steps away from a random direction. All *Police* have Movement 12.
FIRE AND FIRE BRIGADE – Chaos. Fire wagons block the way. Fire fighters put out the fire and the afflicted try to save their belongings from the flames.
CONSTRUCTION SITE – Scaffoldings line the buildings and there are piles of bricks and lumber on the ground. Construction workers and their wagons block the way.
FUNERAL PROCESSION – You meet a *Funeral Procession* of 10 + 1D20 people. If you are in an *Alley* or *Skid Row,* they carry the coffin. Otherwise it is on a hearse.
WAGON – A *Wagon* blocks your way or moves towards you at a high speed. You may catch a ride if you are a lawman or pay the driver. It costs 4 in Movement.
VEGETABLE STAND/MARKET – Often a *Vegetable Stand* outside a shop. It is a *Market* in open spaces.
WASHING LINE/BANNER – In *Alleys, Skid Rows* and *Empty Lots* you run the risk of getting stuck in *Washing Lines*. In other *Terrains* a *Banner* gets in your way.

TERRAIN

BUSY AVENUE – Broad and heavily trafficked street. It is hard to go fast or see what lies ahead.
SKID ROW – Narrow roads full of garbage. The run down houses offer no more protection than a shed.
ALLEY – A narrow street with tall buildings on each side.
EMPTY LOT – Often full of garbage of different kinds.
DOCKLANDS – Large warehouses and ships. Vibrant and full of life daytime, deserted at night.
INDUSTRIAL AREA – Large factories and warehouses. Activity in daytime, abandoned at evenings and nights.
STREET – A typical street surround by tall buildings.
SQUARE – Often a place bristling with activity.
PARK – A recreational area.
PAVED STREET – A fancy street surrounded by buildings.

PLACES

SALOON – A good hide out full of people.
CHURCH – Ask for shelter and the priest will help you.
STABLE – You can buy or steal a horse here.
TRAIN STATION – Roll 1D6. 6 = A train is in and will leave in 1D20 steps in Movement.

Guest Customer (Order #49645230)

TOWNS

Towns are small; these *Markers* are 20 instead of 200 yards each. Roll for MOVEMENT every ROUND.

Moving through buildings cost 10 in MOVEMENT on foot, or 20 on horseback. You can tear down things in your way to create HURDLES for your followers. It will cost you 5 MOVEMENT to do and costs your hunters 3 in extra MOVEMENT if they succeed (SKILL CHECK in ACROBATICS/RIDE) or 7 MOVEMENT if they fail.

Climbing up on a roof costs 10 MOVEMENT/floor. ACROBATICS let you jump from one roof to another. You succeed at 20+, 15-19 leaves you hanging on the edge and you must pay 10 MOVEMENT to climb up, Lower than that and you fall to the ground.

TERRAIN - TOWN

D100	HURDLE[1]	S	F	D	ROLL ...
01-04	CROWD[2]	-5	-15	-	A/R/D 25
05-06	TOWN MARSHAL (HIDDEN)	-	-	-	VIG 20
07-09	FARM ANIMALS[3]	-3	-8	-	A/R/D 20
10-13	BARRELS AND CRATES	-2	-6	-	A/R/D 20
14-17	WAGON[4] & GOODS/LUGGAGE	-3	-8	-	A/R/D 20
18-21	LOUSY ROAD	-4	-8	-	A/R/D 25
22-25	WATER TROUGH	-1	-5	-	A/R/D 20
26-29	VEGETABLE STAND	-2	-6	-	A/R/D 20
30-33	WASH. LINE/BANNER (HIDDEN)	-1	-5	-	VIG 15
34-35	WATER TOWER	-3	-6	-	A/R/D 20
	TERRAIN[5]	F	H	W	T S/E
36-38	NEW KIND OF TERRAIN[6]				
39-40	GRAVEYARD[6]	-1	-4	-6	0 20/20
41-45	EMPTY LOT	-1	-4	-6	0 20/20
46-50	CROSSROAD (STANDARD TERRAIN)	0	0	0	0 20/20
51-58	RED LIGHT DISTRICT[7]	0	0	0	0 20/20
59-68	COMMERCIAL QUARTERS[8]	0	0	0	0 20/20
69-76	CRAFTSMEN[9]	0	0	0	0 20/20
77-82	BUSINESS DISTRICT[10]	0	0	0	0 20/20
83-87	TRANSPORTS & LODGING[11]	0	0	0	0 20/20
88-91	PUBLIC BUILDING[12]	0	0	0	0 20/20
92-95	SQUARE[13]	0	+4	+4	0 20/20
96-00	PLACE (ROLL 1D6)[14]				

1 S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
2 (1D6): 1=Mob, 2=Temperance Demonstration, 3-5=Inauguration, 6=Quack
3 (1D6): 1=Pigs, 2-3=Cattle, 4=Goats, 5=Sheep, 6=Hens
4 (1D6): 1-2=Buckboard, 3=Buggy, 4=Prairie schooner, 5-6=Stagecoach
5 F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
6 Use the kind of Terrain surrounding the town.
7 (1D6): 1-2=Brothel, 3=Dance Hall, 4=Gambling Den, 5-6=Saloon
8 (1D6): 1-2=Store, 3=Laundry, 4=Bank, 5=Newspaper, 6=Baker
9 (1D6): 1-2=Smith, 3=Butcher, 4=Carpenter, 5=Tailor, 6=Painter
10 (1D6): 1=Dentist, 2-3=Barber, 4-5=Lawyer, 6=Doctor
11 (1D6): 1=Stagecoach, 2=Stable, 3-4=Apartment Building, 5-6=Hotel
12 (1D6): 1=Marshall, 2-3=Church, 4=School, 5=Town Hall, 6=Post
13 (1D6): 1=Gallows, 2=Statue, 3-4=Well, 5-6=Market
14 (1T6): 1=Barrels, 2-3=Outhouse, 4-5=Shed, 6=Wagon

HURDLES

CROWD – A *Crowd* is blocking your way. If it is a *Mob* they will join the Chase. They got MOVEMENT 10 but will lose interest if the distance ever gets to 25 or more.
TOWN MARSHAL – The lawman will chase after the first to appear. You spot him 20 steps away if your VIGILANCE succeeds, or at 10 steps if you fail. He can get help from his deputies: roll 1D6 at the beginning of every Round. At 1 a deputy arrives 10 steps away in a random direction. All lawmen have MOVEMENT 12.
FARM ANIMALS – The road is blocked by animals.
BARRELS AND CRATES – These make it harder to move fast.
WAGON – A *Wagon* blocks your way or moves towards you at a high speed. You may catch a ride if you are a lawman or pay the driver. It costs 4 in MOVEMENT.
LOUSY ROAD – The road is close to impossible to pass. If wet, it is nothing but mud and puddles or deep snow drifts. In a dry climate it could be due to tumbleweeds or mountains of sand that is left after a storm.
WATER TROUGH – A *Water Trough* is in your way
VEGETABLE STAND – A street vendor or outside a store.
WASHING LINE/BANNER – At an *Empty Lot* it is *Washing Lines*, otherwise it is a *Banner* blocking your way.
WATER TOWER – Scaling this costs 20 in MOVEMENT.

TERRAIN

GRAVEYARD – Located at the outskirts of the town. A funeral is, of course, taking place when you get here.
CROSSROAD – You arrive at a *Crossroad*.
RED LIGHT DISTRICT – Roll 1D6 to decide which the first building you encounter is: a brothel, a dance hall, a gambling den, or a saloon.
COMMERCIAL QUARTERS – Roll 1D6 to decide if the first building is a grocery store, a laundry, a bank, a newspaper, or a baker.
CRAFTSMEN – Roll 1D6 to see if you pass the smith, butcher, carpenter, tailor or painter first.
BUSINESS DISTRICT – 1D6 decides if you first see a dentist, barber, lawyer or doctor on your run through town.
TRANSPORTS & LODGING – In this district you find stagecoaches, stables, apartment buildings and hotels.
PUBLIC BUILDING – The Chase may pass the marshal's office, a church, a school, the Town Hall or a post office.
EMPTY LOT – Often full of junk, garbage and washing lines. Roll 1D6: 4-6 = there is an Outhouse here.
SQUARE – A place bristling with people and activity.

PLACES

BARRELS – You can find barrels big enough for a grown man to hide in here, but some of them smell bad.
OUTHOUSE – A good place to hide, except for the stench.
SHED – An abandoned shed, a good place to seek refuge.
WAGON – A derelict wagon provides shelter to hide in.

Guest Customer (Order #49645230)

MOUNTAINS

Mountains are rugged and often even less populated than the rest of the continent. Still, they lure fortune hunters and prospectors with more dreams of striking it rich than sense of self-preservation.

The Rocky Mountains is the largest range, spanning all the way from north to south. Up north you find coniferous forests or deciduous with green valleys. In the south the sandstone landscape gets more barren, with pine trees, mesquite bushes, and cacti. In the Appalachian Mountains spanning the East, the landscape is dominated by low fog, coniferous and deciduous forests.

The mountains harbor many dangers such as cliffs, canyons, and narrow natural roads twisting and turning up the mountain side.

It takes its toll to travel the mountains. You take 2 in Con Loss each Round, instead of the usual 1. This is not a terrain fit for mounts, except donkeys, mules, and hinnies. They only lose 1 in Con Loss here.

TERRAIN - MOUNTAINS

D100	HURDLE[1]	S	F	D	ROLL ...
01	BOX CANYON (Hidden)	-20	-40	-	A 30
02-04	ROCK WALL	-20	-40	-	A 30
05-07	GORGE	-4	-16/-12	-	A/R 30/25
08-10	CLIFF	-20	-40	-	A 30
11	DEEP RIVER (Roll 1D6)[2]	VAR	VAR	-	SWIM
12-13	SHALLOW RIVER (Roll 1D6)[3]	VAR	VAR	-	A/R/D
14-16	STREAM	2	10	7	A/R/D 15
17-21	LANDSLIDE	2	10	7	A/R 25
22-25	FALLEN TREE	2	10	7	A/R 25
26-30	BOULDER	2	10	7	A/R 20
	TERRAIN[4]	F	H	W	T	S/E
31-35	NEW TERRAIN (Roll 1D6)[5]					
36-40	STEEP UPHILL	-3	-15	-16	-18	8/20
41-46	NATURAL MOUNTAIN ROAD	-3	-14	-15	-20	10/20
47-51	STEEP DOWNHILL	-3	-12	-13	0	8/20
52-58	DENSE VEGETATION	-3	-12	-13	0	7/14
59-64	UPHILL	-2	-10	-11	-12	10/20
65-70	DOWNHILL	-2	-8	-9	0	10/20
71-76	CANYON	-2	-6	-8	-7	8/20
77-86	MOUNTAIN (Standard Terrain)	-2	-6	-8	0	12/20
87-93	VALLEY	-1	-5	-7	0	15/20
94-99	PLATEAU	0	-4	-6	0	20/20
00	PLACE (Roll 1D6)[6]					

1 S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
2 (1D6): 1-2=Rapid (Roll 35, S=16, F=32), 3-4=Stream (Roll 30, S=12, F=24), 5-6=Calm (Roll 25, S=8, F=16)
3 (1D6): 1-2=Rapid (Roll 30, S=12, F=24), 3-4=Stream (Roll 25, S=8, F=16), 5-6=Calm (Roll 20, S=4, F=8)
4 F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
5 (1D6): 1=Desert, 2-3=Forest, 4-6=Prairie
6 (1D6): 1=Cave, 2-3=Mountain Lake, 4-5=Mine, 6=Ghost Town

HURDLES

BOX CANYON – A dead end surrounded by rock walls on all sides. Play it like a *Canyon Marker*, where the characters will not realize what lies ahead until they have moved 12 steps in on this *Marker*. You can try to climb the rock wall, but horses must change direction.
ROCK WALL – Horses cannot scale the mountain side; they must go another way. People may try to climb. The *Rock Wall* continues on both sides of this *Marker*.
GORGE – Horses and people can try to jump. Wagons must make a detour. If you fail the jump on foot you did not reach all the way over, but got hold of a cliff or branch and climbed up. If you fail on horseback your mount refuses to jump (takes time) and you must select a new way. You only fall down if you Fumble. The *Gorge* spans the *Markers* left and right of this one too.
CLIFF – Horses cannot get up; they must find another way. People can, however, try to climb. The *Cliff* spans the *Markers* both left and right of this one too.
DEEP RIVER – How strong are the river currents? It determines how hard it is to cross; roll 1D6. The *River* spans both *Markers* left and right of this one. You must Swim over if you are on foot or if your mount is not trained to cross rivers with a rider in the saddle. If you cannot swim, you need to find another way forward.
SHALLOW RIVER – 1D6 decides how hard the currents are. The *River* spans the *Markers* left and right of this one.
STREAM – This watercourse is easy to pass.
LANDSLIDE – A *Landslide* has made it hard to pass here.
FALLEN TREE – You can jump or climb over the tree, but all wagons must find another way forward.
BOULDER – Wagons must take a detour to continue, but others can try to jump or climb this hurdle.

TERRAIN

STEEP UPHILL –You need to climb rather than run.
NATURAL MOUNTAIN ROAD – On the outside of the mountain.
STEEP DOWNHILL – Balance comes first in this terrain.
DENSE VEGETATION – A straight road is hard to find.
UPHILL – The slope is demanding, making you tired.
DOWNHILL – It is a bit easier to go down than up the slope.
CANYON – There are mountain walls on both sides of the *Canyon*, You cannot chose to go left or right instead.
MOUNTAIN – Stable but rugged ground to travel.
VALLEY – It is easier to travel through the *Valley*.
PLATEAU – Flat and stony. A good viewpoint.

PLACES

CAVE – Natural *Cave*, 1D20 yards^2. Each person takes up 1 yard^2, each horse 2 and each wagon 3.
MOUNTAIN LAKE – There is a beach around the lake.
MINE – This abandoned *Mine* is a good hide out.
GHOST TOWN – Abandoned mining camp, 1D20 buildings.

Guest Customer (Order #49645230)

RIVER

Once it is time for races or chases on the river you use this *Terrain*. If you want to combine it with riders or wagons chasing after you from land, let them use the *Terrain Markers* surrounding the *River* and establish a parallel track of, for instance, different *Forest Markers*.

Before the Chase begins you need to decide how big the river is to get its base values. They will be modified during game play as the river shifts in width, depth, and temper. Mississippi counts as a Gigantic River and Rio Grande as a Large River.

THE SIZE OF THE RIVER

SIZE	WIDTH (W)	DEPTH (D)
GIGANTIC RIVER	400	40
LARGE RIVER	200	20
MEDIUM RIVER	100	10
SMALL RIVER	50	5

TERRAIN - RIVER

D100	HURDLE[1]	S	F	D	ROLL ...	
01	RIVER BANK	-6	-40	12	SEA	25
02-03	SHIPWRECK	-4	-20	19	SEA	25
04-06	ROCKS	-4	-20	20	SEA	25
07-08	FOG	-4	-16	-	SEA	30
09-11	UNDERCURRENT	-4	-12	-	SEA	30
12-15	TREE TRUNK	-4	-12	17	SEA	25
16-17	ENCOUNTER LARGE SHIP[2]	-4	-10	-	SEA	25
18-23	SHARP BEND (SIGHT 10)	-4	-10	-	SEA	20
24-30	FLOATING TREE TRUNK	-2	-8	15	SEA	20
31-35	ENCOUNTER SMALL BOAT[3]	-2	-8	-	SEA	20
	TERRAIN[4]	RB	SB	S	R	S/E
36	NEW TERRAIN – GROUND					
37-42	MORE SHALLOW RIVER[5]	0	0	0	0	20/20
43-47	BOTTLENECK[6]	0	0	0	0	20/20
48-54	MORE NARROW RIVER[7]	0	0	0	0	20/20
55-60	MORE TURBULENT RIVER	+3	+6	+2	+2	20/20
61-70	RIVER (Standard Terrain)	0	0	0	0	20/20
71-75	BRANCHING	0	0	0	0	15/20
76-81	CALMER RIVER	-3	-6	-2	-2	20/20
82-88	WIDER RIVER[7]	0	0	0	0	20/20
89-93	MUCH WIDER RIVER[6]	0	0	0	0	20/20
94-99	DEEPER RIVER[5]	0	0	0	0	20/20
00	PLACE (Roll 1D6)[8]					

1 S=Success, F=Fail, D=Damage, SEA=Seamanship
2 (1D6): 1=Sailboat, 2-3=Steamship, 4-6=Riverboat
3 (1D6): 1=Canoe, 2=Skiff, 3-4=Flatboat, 5-6=Kellboat
4 RB=Rowboat, SB=Sailboat, S=Steamship, R=Riverboat, S/E=Sight/Earshot
5 Gigantic (±8y), Large (±4y), Medium (±2y), Small (±1y)
6 Gigantic (±80y), Large (±40y), Medium (±20y), Small (±10y)
7 Gigantic (±40y), Large (±20y), Medium (±10y), Small (±5y)
8 (1T6): 1-2=Bridge, 3=Small Island, 4-5=House, 6=Town

HURDLES

RIVER BANK – You do not want to risk getting grounded or stuck. It takes time and may damage your ship.
SHIPWRECK – This sunken *Shipwreck* demands skilled navigation on your part to avoid a collision.
ROCKS – There are sharp *Rocks* under the surface. They can cause considerable damage to your vessel if you do not stay clear of them.
FOG – Sight is 1 during the *Fog*, no matter which *Terrain* you are in. *Fog* will last 1D6 *Markers* and you have to make the Skill Check and pay the Hurdle Penalty for each and every one as you reach them. Your ability to avoid other Hurdles such as *Rocks* below the surface or *Floating Tree Trunks* are two Difficulty Levels (-10) harder.
UNDERCURRENT – It is hard to avoid being caught by the currents. The larger your ship, the easier it is to stay clear; the Ship Size is a Bonus to this Skill Check.
TREE TRUNK – A *Tree Trunk* is stuck at the river bed and is just reaching up to the surface. If you run into to it you risk damaging your hull.
SHARP BEND – You must lower your speed to position yourself for the *Sharp Bend* coming up. Your Sight cannot be any higher than 10 on this *Terrain Marker*.
ENCOUNTER LARGE SHIP – You have to veer aside to avoid a collision. The backwash is a problem for smaller boats; they get -1 Movement for every Size Step below 10 they are.
FLOATING TREE TRUNK – It may not look that bad but can cause a lot of damage if it hits you.
ENCOUNTER SMALL BOAT – Only a Fumble can cause Damage to your boat.

TERRAIN

MORE SHALLOW RIVER – All Hurdles below the surface is a Difficulty Level Harder (-5) to spot and avoid.
BOTTLENECK – The river becomes a lot more narrow. You get -10 on all floating Hurdles.
MORE NARROW RIVER – Get -5 on all floating Hurdles.
MORE TURBULENT RIVER – Rapids and the waves are high.
RIVER – The river are at its Base Values (see table).
BRANCHING – You can choose which branch to follow.
CALMER RIVER – The surface looks more calm and serene.
WIDER RIVER – You get + 5 on all floating Hurdles.
MUCH WIDER RIVER – The River is much wider; you get +10 when you try to stay clear of floating Hurdles.
DEEPER RIVER – You get +5 on Hurdles below the surface.

PLACES

BRIDGE – You can moor your boat and go ashore here.
SMALL ISLAND – Possible hideout on solid ground.
HOUSE – This *House* is built on piles by the shore.
TOWN – This *Town* has a harbor, bridges and a pier.

Guest Customer (Order #49645230)

PRAIRIE

Few things are as iconic for the American West as the open landscape of the prairie. It spans over large parts of the Midwest, beginning as far south as Texas and continue as far up north as Montana and North Dakota. The Prairie tribes view this as their natural home, where buffaloes used to roam in large herds. The vast prairie remains largely intact, in spite of the growing number of settlers out west and the trans-continental railroad. You may still encounter Native Warriors on the prairie. Not all of them appreciate the white intrusion in this area.

Travelling is easy on the prairie. It may be hilly at times but mostly the terrain is flat. Horses have no problem finding feed and water and wagons roll freely pretty much everywhere. Few trees or other tall vegetation obstruct the view. Add all of this together and it is apparent that this is a nightmare terrain for somebody on foot to try to run away from a posse on horseback or driving wagons.

TERRAIN - PRAIRIE

D100	HURDLE[1]	S	F	D	ROLL ...
01	GORGE	-4	-16/-12	-	A/R 30/25
02	PRAIRIE FIRE[2] (Hidden)	0	-4	-	VIG 20
03	NATIVE WARRIORS (Hidden)	-	-	-	VIG 20
04-08	SHALLOW RIVER (Roll 1D6)[3]	VAR	VAR	-	A/R/D
09-13	STREAM	-2	-10	-7	A/R/D 15
14-17	THORN BUSHES	-2	-10	-7	A/R/D 20
18-20	RATTLESNAKE (Hidden)	-4	-8	-	VIG 20
21-24	BURROW (Hidden)	-2	-6	-	VIG 20
25-28	TUMBLEWEED (Hidden)	-2	-6	-	VIG 20
29-30	SKELETON (Hidden)	-1	-4	-	VIG 20
	TERRAIN[4]	F	H	W	T	S/E
31-33	NEW TERRAIN (Roll 1D6)[5]					
34-38	MARSH	-3	-8	-12	-2	20/20
39-43	ROCK FORMATION	-2	-4	-12	-4	10/20
44-48	GROVE	0	-4	-6	0	12/20
49-55	UPHILL SLOPE	0	-2	-4	-6	16/20
56-62	HILLY TERRAIN	0	-2	-4	-2	12/20
63-69	DOWNHILL SLOPE	0	0	0	0	16/20
70-73	DRY RIVERBED	0	+4	+2	0	14/20
74-82	TALL PRAIRIE GRASS	+1	+6	+4	+6	18/20
83-92	PRAIRIE (Standard Terrain)	+2	+8	+8	+8	20/20
93-99	FLOWER FIELD	+2	+8	+8	+8	20/20
00	PLACE (Roll 1D6)[6]					

1 S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
2 (1D6): 1-2=Left, 3-4=Straight ahead, in front of you, 5-6=Right
3 (1D6): 1-2=Rapids (Roll 30, S=12, F=24), 3-4=Stream (Roll 25, S=8, F=16), 5-6=Calm (Roll 20, S=4, F=8)
4 F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
5 (1D6): 1-2=Mountain, 3-6=Forest
6 (1D6): 1-2=Wagon, 3-4=Furniture, 5=Waterhole, 6=Turf House

HURDLES

GORGE – Horses and people can try to jump over but wagons need to make a detour. The *Gorge* spans over both the *Markers* left and right too.

PRAIRIE FIRE – The *Prairie Fire* has Movement 10 until it reaches water. Roll a random direction to determine where the fire started 1D6 Rounds ago. You cannot move through recently burning terrain.

NATIVE WARRIORS – 1D20 warriors on horseback will attack all white people they see, unless this person activates the Talent Native Friends. If your Vigilance Check succeeds you spot them 20 steps away, if you fail they are at 15 steps distance. The Warriors have Movement 28 and Ride 15.

SHALLOW RIVER – The first to reach the *Shallow River* rolls to determine how calm it is, which is important to know when you try to cross it. This *Shallow River* covers the *Markers* left and right of this one too.

STREAM – A small watercourse that should be easy to pass, no matter how you travel.

THORN BUSHES – If you fail, your mount probably refused to move, forcing you to take a detour around them.

RATTLESNAKE – If you spot the *Rattlesnake* in advance you can avoid getting too close to it. If you fail you will not detect it until it lunges forward and attacks you.

BURROW – Prairie dogs dig dens and tunnels. You want to detect these *Burrows* in advance, instead of treading down in one (and potentially get stuck and hurt).

TUMBLEWEED – A giant *Tumbleweed* rolls over the prairie at high speed. Try to stay clear of it!

SKELETON – Roll 1D6 to determine what species the *Skeleton* is. 1=Human and 2-6=Animal.

TERRAIN

MARSH – Muddy and hard if you carry a heavy load.

ROCK FORMATION – A lonely stony hill on the prairie.

GROVE – Sight and navigation is affected by the trees.

UPHILL SLOPE – This slope is not steep, but still uphill.

HILLY TERRAIN – Not as flat as most of the surroundings.

DOWNHILL SLOPE – Less demanding than going uphill.

DRY RIVERBED – Once there was a broad river here.

TALL PRAIRIE GRASS – The wind blowing through the *Tall Prairie Grass* makes it move like waves on the water.

PRAIRIE – Stable and very flat ground to travel.

FLOWER FIELD – Floral splendor lights up the prairie.

PLACES

WAGON – A broken wagon is abandoned on the prairie.

FURNITURE – Settlers carrying too heavy a load had to leave some things behind in order to continue.

WATERHOLE – Thirsty may drink, but beware. Roll 1D6. 1= The Waterhole is poisoned.

TURF HOUSE – The dusty house is abandoned.

Guest Customer (Order #49645230)

FOREST

The American continent is still mainly untouched frontier in 1876. It is a huge wilderness where trees and other growth have been able to develop freely, only reined in by Mother Nature and the forces weather may leash upon it. In the vast forests up north, coniferous softwood dominates. The further south you go, the more deciduous hardwood shows up. On the East Coast you find many almost impenetrable forests, for instance in Virginia where many of the battles during the Civil War were fought.

It is easy to find water and food in the forest. The wildlife is plentiful and at times noisy. The forest is also full of hurdles such as fallen trees, roots, rivers, and dense vegetation. It is not a terrain where wagons move quickly or unrestrained. Even horses may have problems. The rich growth gives the one with the best room to maneuver and ability to make sharp turns in cramped areas an edge during the chase.

TERRAIN - FOREST

D100	HURDLE[1]	S	F	D	ROLL ...
01-02	ROCK WALL	-20	-40	-	A 30
03-04	GORGE	-4	-16/-12	-	A/R 30/25
05-06	CLIFF	-20	-40	-	A 30
07-08	DEEP RIVER (Roll 1D6)[2]	VAR	VAR	-	SWIM
09-10	SHALLOW RIVER (Roll 1D6)[3]	VAR	VAR	-	A/R/D
11-14	STREAM	-2	-10	-7	A/R/D 15
15-20	FALLEN TREE	-2	-10	-7	A/R 25
21-23	BOULDER	-2	-10	-7	A/R 20
24-28	ROOTS	-1	-8	-4	A/R/D 25
29-34	LOW HANGING BRANCHES	-1	-8	-4	A/R/D 20
	TERRAIN[4]	F	H	W	T	S/E
35-36	NEW TERRAIN (Roll 1D6)[5]					
37-42	HILLY AND DENSE FOREST	-4	-12	-14	-4	4/12
43-47	MARSH	-3	-8	-12	-2	10/20
48-55	DENSE FOREST	-2	-8	-12	0	6/18
56-61	STONY TERRAIN	-2	-6	-10	0	8/20
62-67	UPHILL SLOPE	-2	-4	-6	-8	8/16
68-75	HILLY TERRAIN	-2	-4	-6	-4	6/18
76-81	DOWNHILL SLOPE	-1	-4	-4	0	8/16
82-92	FOREST (Standard Terrain)	0	0	-2	0	10/20
93-94	BURNT FOREST	0	+2	+2	0	20/20
95-99	GLADE	+2	+6	+6	+2	20/20
00	PLACE (Roll 1D6)[6]					

1 S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
2 (1D6): 1-2=Rapids (Roll 35, S=16, F=32), 3-4=Stream (Roll 30, S=12, F=24), 5-6=Calm (Roll 25, S=8, F=16)
3 (1D6): 1-2=Rapids (Roll 30, S=12, F=24), 3-4=Stream (Roll 25, L=8, F=16), 5-6=Calm (Roll 20, S=4, F=8)
4 F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
5 (1D6): 1-3=Mountains, 4-6=Prairie
6 (1D6): 1=Cave, 2-3=Tarn, 4=Beaver Dam, 5-6=Log Cabin

HURDLES

ROCK WALL – People can try to climb but horses must find another way forward. The *Rock Wall* expands to the Markers left and right of this one too.
GORGE – Horses and people can try to jump; wagons must make a detour. If you fail the jump on foot you did not reach all the way over, but got hold of a cliff or branch and climbed up. If you fail on horseback your mount refuses to jump (takes time) and you must select a new way. You only fall down if you Fumble. The *Gorge* spans the *Markers* left and right of this one too.
CLIFF – Horses cannot climb, they need to take a detour. The *Cliff* spans the *Markers* left and right of this one.
DEEP RIVER – How strong are the river currents? It determines how hard it is to cross; roll 1D6. The *River* spans both *Markers* left and right of this one. You must Swim over if you are on foot or if your mount is not trained to cross rivers with a rider in the saddle. If you cannot swim, you need to find another way forward.
SHALLOW RIVER – Roll 1D6 to determine how turbulent the river is, and thus how hard it is to cross. The river takes up the *Markers* left and right of this one too.
STREAM – This little watercourse is easy to cross.
LOW HANGING BRANCHES – You need to take care not to get hit by these *Low Hanging Branches* as you pass.
FALLEN TREE – You can jump or climb the tree, but wagons need to take another way around it.
BOULDER – Wagons must make a detour while others can try to jump or climb over this hurdle.
ROOTS – You need to tread lightly not to get caught in the roots, but once you got it right it goes quickly.

TERRAIN

HILLY AND DENSE FOREST – This is the hardest forest to move through, but you can try to hide in here.
MARSH – Wagons might get stuck in this muddy terrain.
DENSE FOREST – The tree trunks are close in this terrain.
STONY TERRAIN – Stones of many different sizes make the ground harder to predict and easier to fall on.
UPHILL SLOPE – This long uphill slope makes many tired.
HILLY TERRAIN – Hills large and small cover this terrain.
DOWNHILL SLOPE – Tread lightly, the ground is not flat.
FOREST – A normal and rather flat forest.
BURNT FOREST – A fire have created a broad firebreak.
GLADE – The trees here are scarce and you see a meadow.

PLACES

CAVE – Natural *Cave*, 1D20 yards^2. Each person takes up 1 yard^2, each horse 2 and each wagon 3.
TARN – It covers the entire *Marker*, you need not Swim to cross, just follow the shore around..
BEAVER DAM – Eager beavers have built a dam here.
LOG CABIN – It is deserted. A place to hide, perhaps?

Guest Customer (Order #49645230)

SWAMP

Vast swamps span much of the coast lines in the South, especially along Louisiana and Mississippi. The ground is often boggy and solid ground beneath your feet is a grace to encounter. The thick growth is a dusky dark green tone where the tall tree tops of the mangroves often obstruct the sun from reaching down to the ground. Winding and crooked roots – aerating and aerial also – make it hard to move at a high pace since you need to beware of where you or your mount put down your feet. Low hanging branches, lianas, or low vegetation can also be difficult to penetrate.

Water separates the swamp from other kinds of terrain. There is a lot of water here, but how deep it is can vary from almost nothing to above your head. Wading in knee deep water is not an uncommon sight. It is hard to keep your feet dry when travelling in the swamp. Always keep an eye out for alligators; they may look sleepy but move surprisingly fast in water.

Moving through the swamp is painstaking, slow, and often dangerous. You lose 2 Con Loss each Chase Round instead of 1. It is easiest to penetrate the swamp on foot, but wagons often get stuck here.

TERRAIN - SWAMP

D100	HURDLE[1]	S	F	D	ROLL ...
01	MUD/QUICKSAND (Hidden)	-4	-20	-	VIG 25
02-03	ALLIGATOR (Hidden)	-	-	-	VIG 20
04-05	COTTONMOUTH (Hidden)	-4	-8	-	VIG 25
06-09	FOG	-4	-12	-	VIG 25
10-14	FALLEN TREE	-2	-10	7	A/R 25
15-16	BOULDER	-2	-10	7	A/R 20
17-20	POTHOLE (Hidden)	-2	-8	-	VIG 20
21-26	ROOTS	-1	-8	4	A/R/D 25
27-31	LOW HANGING LIANAS	-1	-8	4	A/R/D 25
32-34	MOSQUITOS (Hidden)	-1	-4	-	VIG 20
	TERRAIN[2]	F	H	W	T	S/E
35	NEW TERRAIN – FOREST					
36-40	DEEP WATER	-5	-18	-	0	6/12
41-46	WATER, SHOULDER DEEP	-4	-15	-	0	6/12
47-53	WATER, WAIST DEEP	-3	-12	-14	0	7/14
54-61	WATER, KNEE DEEP	-2	-10	-12	0	8/16
62-67	EXTREMELY DENSE GROWTH	-4	-16	-18	0	2/8
68-73	DENSE VEGETATION	-3	-14	-16	0	4/10
74-80	VEGETATION	-2	-10	-12	0	6/12
81-90	SWAMP (Standard Terrain)	-1	-8	-10	0	8/16
91-95	WETLAND	0	-6	-8	0	8/16
96-99	SOLID GROUND	0	0	0	0	8/16
00	PLACE (Roll 1D6)[3]					

[1] S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
[2] F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
[3] (1D6): 1-2=Skiff, 3=Riverboat, 4-5=House, 6=Giant Hollow Tree Trunk

HURDLES

MUD/QUICKSAND – If you get into quicksand, you need help to get back on solid ground. It takes time.
ALLIGATOR – If your Skill Check succeeds you see the *Alligator* when it is 15 steps away, but if you fail the distance is only 10. In water it will attack and move towards you (Movement 20), but it will only follow you 2 steps on solid ground.
COTTONMOUTH – If you are lucky you can take a detour around the snakes' nest. Otherwise they will attack.
FOG – Sight is 1 during the *Fog*, no matter which *Terrain* you are in. The *Fog* will last 1D6 *Markers* and you have to make the Skill Check and pay the Hurdle Penalty for each and every one as you reach them.
FALLEN TREE – You can jump or climb over the tree, but wagons must find another way around it.
BOULDER – Wagons must take a detour to continue, but others can try to jump or climb this hurdle.
POTHOLE – If you spot this hole in time you can just take a detour. It is harder if you are under water (requires Vigilance 30), and if you fail you sink down a level, such as from waist deep to shoulder deep.
ROOTS – You need to tread lightly not to get caught in the roots, but once you do it right it goes quickly.
LOW HANGING LIANAS – It is harder and takes longer time to pass through this vegetation.
MOSQUITOS – If you fail your Skill Check, a swarm of *Mosquitos* will attack and you take 1 in Blood Loss.

TERRAIN

DEEP WATER – To cross *Deep Water* you must Swim or have a horse trained to swim with a rider in the saddle.
WATER, SHOULDER DEEP – Very hard to walk in. You can Swim instead of using Acrobatics for Skill Checks.
WATER, WAIST DEEP – It is hard to move forward here.
WATER, KNEE DEEP – You have to wade out into the water.
EXTREMELY DENSE GROWTH – It is almost impossible to penetrate, unless you are on foot. The Sight is bad..
DENSE VEGETATION – Hard to pass, scrubby terrain.
VEGETATION – Marshy ground with lots of growth.
SWAMP – There are solid ground here and there but you need to beware where you tread down.
WETLAND – You will not sink down, but it is marshy.
SOLID GROUND – Here you can move unrestricted.

PLACES

SKIFF – Abandoned but intact. Movement 15 in water.
RIVERBOAT – This abandoned boat is stranded or has been elevated on the ground during the tide. It is overgrown and only good to use as a hideout.
HOUSE – Abandoned *House* built on piles by the shore.
GIANT HOLLOW TREE TRUNK – The *Giant Hollow Tree Trunk* is big enough for 2 people to hide, but no horses.

Guest Customer (Order #49645230)

DESERT

There are grand desert areas covering especially the southwest. The desert does not have a single face; it can vary a lot. Mostly it is dry, hot, and stony. The Mojave Desert in Arizona, for instance, has ground that is easy to tread but the lack of water and shelter makes it extremely demanding to travel. Every Chase Round in the Desert will cost you 2 in Con Loss when moving (compared to 1 Con Loss in most terrains). Donkeys, mules and hinnies fare a bit better though. In New Mexico you find White Sands, a vast sand desert, and close to Texas there is a salt desert.

Without shade or shelter the days can be unrelenting and hot. As water is hard to come by, the thirst wears down people and animals alike as they get dehydrated. At high noon the best you can do is find a shelter against the sun. The nights can be very cold as nothing stays warm once the sun goes down. You still have a hard time finding shelter against the weather.

There are many hidden hurdles in the desert, such as sandstorms and rattlesnakes. If you detect them in advance you only lose time. If you fail, you may suffer damage of different kinds.

TERRAIN - DESERT

D100	HURDLE[1]	S	F	D	ROLL ...
01	BOX CANYON	-20	-40	-	A 30
02-03	GORGE	-4	-16/-12	-	A/R 30/25
04-05	CLIFF	-20	-40	-	A 30
06-07	SANDSTORM	-4	-12	-	VIG 25
08	DUST DEVIL (Hidden)	-4	-12	.	VIG 15
09-13	DENSE CACTI VEGETATION	-2	-10	7	A/R/D 20
14-18	BOULDER	-2	-10	7	A/R 20
19-24	RATTLESNAKE (Hidden)	-4	-8	-	VIG 20
25-28	TUMBLEWEED (Hidden)	-2	-6	-	VIG 20
29-30	SKELETON (Hidden)	-1	-4	-	VIG 20
	TERRAIN[3]	F	H	W	T S/E
31-32	NEW TERRAIN – MOUNTAIN				
33-42	SAND DESERT	-3	-8	-12	-6 20/20
43-46	ROCK FORMATION	-2	-6	-12	-4 8/16
47-52	HILLY TERRAIN	-2	-4	-6	-4 10/20
53-60	LOW VEGETATION	-1	-4	-6	0 15/20
61-65	UPHILL SLOPE	-1	-3	-5	-6 15/20
66-70	DOWNHILL SLOPE	0	-2	-3	0 15/20
71-76	CANYON	0	-1	-3	-4 10/20
77-82	DRY RIVERBED	0	-1	-2	0 15/20
83-94	DESERT (Standard Terrain)	0	-1	-2	0 20/20
95-99	PLATEAU	0	+4	+4	+4 20/20
00	PLACE (Roll 1D6)[3]				

[1] S=Succeed, F=Fail, D=Detour, A/R/D=Acrobatics/Ride/Drive
[2] F=On Foot, H=On Horseback, W=Wagon, T=Train, S/E=Sight/Earshot
[3] (1T6): 1=Cave, 2-4=Salt Lake, 5=Mine, 6=Waterhole

HURDLES

BOX CANYON – A dead end surrounded by rock walls on all sides. Play it like a *Canyon Marker*; the characters will not realize what lies ahead until they are 12 steps in. You can try to climb up, but horses cannot.
GORGE – Horses and people can try to jump, wagons must make a detour. If you fail the jump on foot you did not reach all the way over, but got hold of a cliff or branch and climbed up. If you fail on horseback your mount refuses to jump (takes time) and you must select a new way. You only fall down if you Fumble. The *Gorge* spans the *Markers* left and right of this one too.
CLIFF – Horses cannot climb; they need to take a detour. The *Cliff* spans the *Markers* left and right of this one.
SANDSTORM – Sight is reduced to 1, no matter what kind of terrain you are in. You risk losing track and walk in circles. Tha *Sandstorm* spans over 1D6 more *Markers*, and you will have to make Skill Checks and pay Movement penalties for them all.
DUST DEVIL – A whirlwind of dust rages. If you do not spot it in time, your Sight is 1 during 2 Chase Rounds.
DENSE CACTI VEGETATION – If you fail, your mount probably refused to move unless you took a detour.
BOULDER – Wagons must make a detour while others can try to jump or climb over this hurdle.
RATTLESNAKE – If you spot the *Rattlesnake* in advance you can avoid getting too close to it. If you fail you will not detect it until it lunges forward and attacks you.
TUMBLEWEED – Unusually large *Tumbleweed* rolls over the prairie at high speed. Try to stay clear of it!
SKELETON – Roll 1D6 to determine what species the *Skeleton* is. 1=Human and 2-6=Animal.

TERRAIN

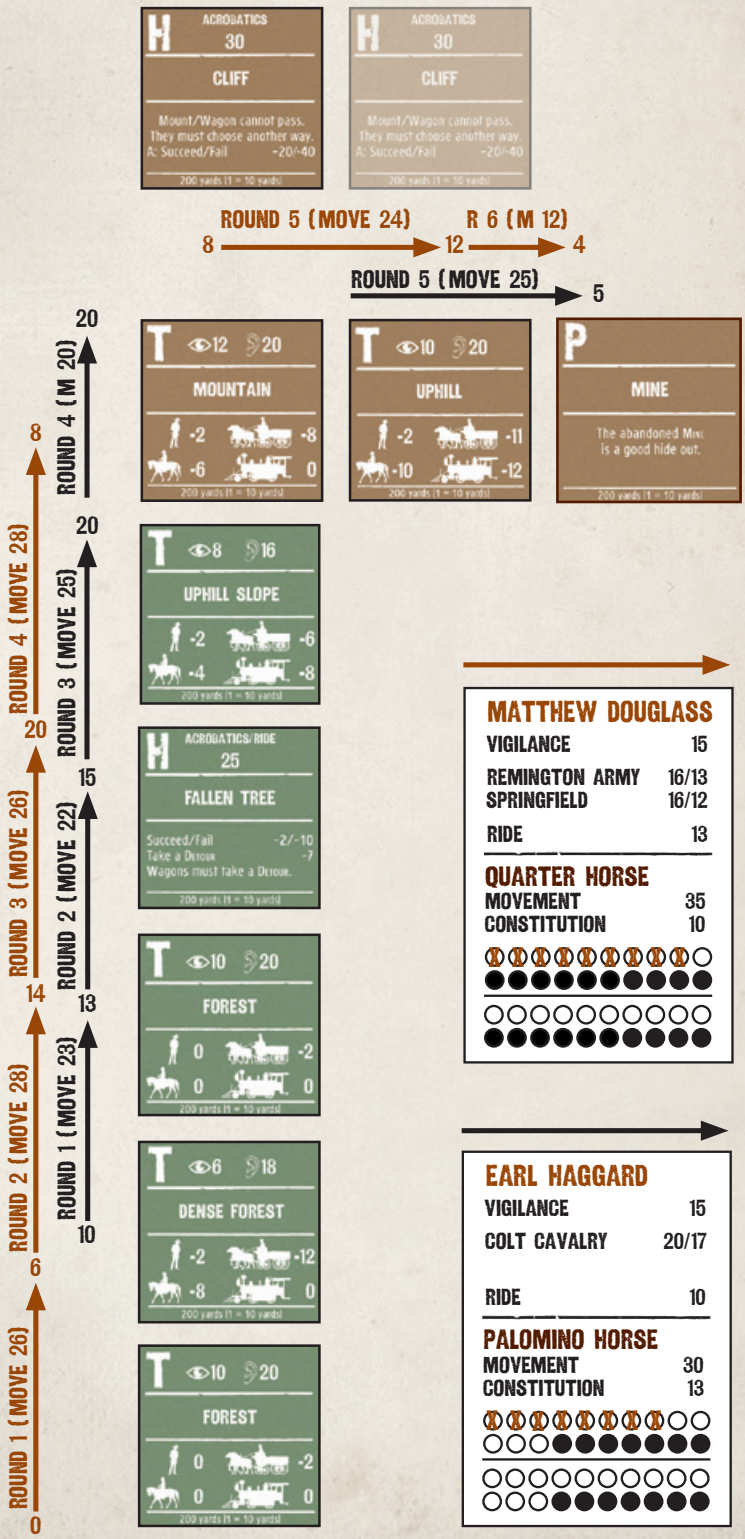
SAND DESERT – It is easy to sink down a bit in the sand.
ROCK FORMATION – A *Rock Formation* rises above the flat surrounding landscape. A good place to seek shelter.
HILLY TERRAIN – There are more hills and elevations here.
LOW VEGETATION – Bushes and cacti get in your way.
UPHILL SLOPE – The long uphill slope makes many tired.
DOWNHILL SLOPE – Tread lightly, the ground is not flat.
CANYON – There are mountain walls on both sides of the *Canyon*. You cannot chose to go left or right instead.
DRY RIVERBED – Once there was a broad river here.
DESERT – Dry stone desert with no water and no shelter.
PLATEAU – Flat and stony. Good view but no protection.

PLACES

CAVE – Natural *Cave*, 1D20 yards². Each person takes up 1 yard², each horse 2 and each wagon 3.
SALT LAKE – You can follow the shoreline around it.
MINE – The abandoned *Mine* is a good hide out.
WATERHOLE – Roll 1D6. 1= The Waterhole is poisoned.

Guest Customer (Order #49645230)

EXAMPLE OF CHASES



Guest Customer (Order #49645230)

Matthew was not going to follow Haggard's example and steal a horse. It was bad enough they had shot white people. A horse theft on top of that could get them lynched. He prefers his old army horse Chief. He bought the battle trained quarter horse when he left. When he mounts up, Haggard's lead is 300 yards.

Prepare chases in advance by filling out Chase Sheets *with all relevant stats easily accessible and where you can track* Con Loss. *Due to Haggard's lead, his horse has* Con Loss *1 when Matthew enters the chase. Use twenty-sided dice to show where everybody is at the end of the* Chase Round. *Position one die each on the* Markers *the riders are at. Let the numbers on top show how far they have gone.*

You can follow this Example *each* Round *on the previous page where we show the* Markers, Chase Sheets, *brown arrows for Matthew's* Movement *and black arrows for Haggard's.*

CHASE ROUND 1 – LET THE CHASE BEGIN

The first Marker *played is always the* Standard *for that* Terrain, *in this case a* Forest. *Due to his lead, Earl starts 10 steps in on the second* Marker. *The Game Master rolls a new* Terrain *from the* Forest Table*; the result 49* = Dense Forest. *The* Sight *is only 6. Both our Example Characters have a* Vigilance Bonus *of +2 and thus get* Sight *8 in the* Dense Forest. *Haggard cannot see the next* Marker *until he has begun to move. The result of 88 on the* Forest Table *shows a new Standard* Forest Marker.

Earl rolls 15 on his Ride Check, *resulting in 25 in total and +1* Movement *this* Round. *His* Movement *this* Round *is 31 (the Palomino Horse has* Movement *30) but has to pay -8 for the* Dense Forest *(he moves over two* Markers *but only pay for the harshest* Terrain*). The end result 23 allows him to leave the* Dense Forest *(10 steps) and move 13 steps into the new* Forest Marker. *The* Sight *in the* Forest *is 10; he can see what lies ahead. 17 on the* Forest Table *is a* Hurdle*; a* Fallen Tree. *It is located in a* Standard Forest *(*Hurdles *are placed in the same* Terrain *as the last one played).*

Matthew's Ride Check *is only 6, giving him 19 in total and a penalty of -1. His* Movement *this* Round *is 34 (his Quarter Horse has* Movement *35). When he enters the* Dense Forest *he has to pay 8 for the* Terrain, *limiting how far he gets to 26. He has come 6 steps into the* Dense Forest, *27 steps behind Haggard.* Sight *is 6 and* Earshot *18 (8 and 20 when you add his* Vigilance Bonus*). He cannot tell where Haggard is, but pushes forward anyway.*

CHASE ROUND 2 – THROUGH HARSH TERRAIN

Haggard rolls 7, resulting in a Ride Check *of 17 and a penalty of -1 in* Movement. *Since he cannot see or hear his follower he takes a* Detour *rather than taking the risk of jumping over the* Fallen Tree *when he reaches the new* Marker *(*Hurdles *are first on the* Marker*). It costs him another 7 in* Movement. *Totally he gets to move 22 steps forward (30 -1 -7), 7 on the* Marker *he was at and another 15 steps into the* Forest. *Since the* Sight *is still 10 he can see what is coming next; 66 on the* Forest Table *is a cumbersome* Uphill Slope.

Matthew is unrelenting, he pushes straight ahead hoping to spot Haggard in the Dense Forest. *He rolls 12 resulting in a* Ride Check *of 25, granting him a +1* Movement Bonus *this* Round*; total* Movement*=36 (35 +1). He needs it, since he is stuck in the* Dense Forest *and pays -8 for the* Terrain, *limiting his move to 28 steps; 14 steps on each* Marker. *He is getting closer, Haggard is 21 steps away and Matthew can hear him pushing through the Forest ahead. He also sees the* Fallen Tree *blocking his way into the next* Forest Terrain Marker.

CHASE ROUND 3 – IN THE THICK OF IT

Haggard rolls 19; Ride Check *29, increasing* Movement *by +1 to 31 this* Round *(30 +1). The* Uphill Slope *decreases* Movement *by -4. He has 27 steps left, but does not get that far. 35 on the* Forest Table *is a new kind of* Terrain. *The follow up with 1D6 shows 2:* Mountain. *The* Standard Mountain Marker *costs -6 if you are on horseback. This is 2 worse than the* Uphill Slope *and Haggard's* Movement *is thus only 25 this* Round *(30 +1 -6). As an effect, he never actually enters the* Mountain Marker*; his 25 takes him through the* Forest Marker *where he had 5 steps left and the entire* Uphill Slope, *but then he has no steps left. Had the new* Terrain *been an* Uphill Slope *or easier he could have moved 2 more steps, but since the new* Marker *is more costly he ran out of* Movement.

Matthew continues his desperate hunt, trying to jump over the Fallen Tree *instead of taking a* Detour. *He has to roll for double*

Guest Customer (Order #49645230)

Ride Checks, first to determine his overall Movement and then to tackle the Hurdle. The first roll is 1: a Fumble! The follow up Fumble roll shows 17 and he gets +2 for his 2 Degrees in Ride. The Fumble Table On Horseback *says this costs him an extra -2 in Movement this Round; ending up with 31 (35 - 2 for the poor Ride -2 for the Fumble). He needs to Succeed with the jump and rolls 17; enough to reach 30. He flies over the* Fallen Tree*; it only costs him -2 to pass. Should he only ride through the* Forest *he would be able to move 29 steps. The Terrain cost for the upcoming* Uphill Slope *is however -4; too much to let him enter. He can only move 26 steps this Round, ending at 20 on the* Marker *with the* Fallen Tree*. Next round he will enter the* Uphill Slope*. The Sight is lousy but he is dead set to go on.*

CHASE ROUND 4 – LINE OF SIGHT

Haggard spurs his horse to shake his follower. He cannot fathom allowiung black men to carry guns. The law should protect honest white people! He is not honest, but at least he is not black. That should count for something in his view. He bitterly remembers Pleasant Hill. He acted like a patriot of the South but instead of praise he got fired for the arson. When he has travelled a bit in the Mountains *he sees what lies ahead: the* Mountain Table's *09 is a* Cliff*. He could dismount and try to climb down but it would be hard and time consuming and his follower is closing in. Earl pays 1 Movement to explore the Terrain to his right. The* Mountain Table's *62 is an* Uphill*, costing -10 to move through, but it is better than the* Cliff*. Rolling 15, he gets Ride 25 and +1 in Movement. He can go 20 steps (30 +1 Ride -1 scouting -10 Uphill). His Movement ends at 20, he is on the edge of one* Marker *but lack the Movement to enter this time. All* Markers *cost 20 to pass no matter if you change direction.*

The new Marker *is played to the right of the* Mountain Marker*. The arrows show the riders also making a turn right. Haggard now has to cross -2 Con Loss for his horse, as Mountains are more taxing to travel than Forest. Mountains cost 2 Con Loss every Chase Round.*

Matthew is closing in on Haggard, spotting him at 120 yards away. Matthew rolls 6 on his Ride Check; 19 and -1 in Movement this Round. He also has to pay 6 for the Terrain, ending with a move of 28 (35 -1 -6). This takes him 8 steps in on the Mountain Marker*. The Sight is 12; he can see Haggard ahead of him.*

CHASE ROUND 5 – CLOSE BUT OUT OF SIGHT

Haggard is aware of Matthew getting closer. Desperately he tries to find a place to hide, since he will not be able to outrun the avenger. He wants to set up an ambush and is in luck. When it is time to play a new, Marker *the* Mountain Table's *00 is a Place, and 5 on the follow up D6 is a* Mine*. On top of that he rolls 20 + 15 on his Ride Check. His result of 45 rewards him with +5 in Movement this Round. Even though the Terrain cost is -10, he can move 25 steps (30 +5 -10), over the* Uphill *and 5 steps in on the* Marker *with the* Mine*.*

Matthew, is struggling, only rolling 3, ending with a Ride Check of 16 and losing -1 in Movement. The Terrain costs him another -10 and he can only move 24 (35 -1 -10). He lost to Haggard by 1 this Round; enough to lose Sight of him in the Uphill*. He refuses to give up, as he cannot lose track of his enemy when he is so close! His loved ones deserve to be avenged.*

CHASE ROUND 6 – THE SHOWDOWN

Haggard dismounts and gives the horse a hard rapping to keep it running while he takes cover in the Mine*. Haggard's Hide/Seek Check shows 20. Since he is on foot now and the Sight is 10, this is not modified (if the horse had stayed on it would cost him -5 to hide it).*

Matthew rolls 18 on his Ride Check giving him 31 in total and +2 in Movement. When he sees the Mine *he slows down, sacrificing 5 in Movement to try see if Haggard is there. Due to him slowing down, he does not get any penalties on his Vigilance. His result is 24, more than the 20 Haggard got on Hide/Seek and enough to let him see his foe a second before Haggard's bullet pierces his shoulder. It would have been a Severe Wound, but Matthew pays a Destiny Point to turn it into a Scratch. His Grit Check results in 30; he does not even get Dizzy. Haggard's second shot is a miss. Matthew makes no mistake though; he shoots his sworn enemy right between the eyes. Haggard has no Destiny Points and so he dies.*

Matthew can finally put the murder of his family and his friends to rest, he has avenged their deaths.

Guest Customer (Order #49645230)

THE SUPERNATURAL

Guest Customer (Order #49645230)

THE SUPERNATURAL

Geraldine despised walking past Ratchett's abandoned cabin. It had stood empty for ages. Ever since the event…that no one talked about.

Maybe it was never talked about because people were ashamed. Everyone knew that they should have done something. They should have helped Cathy. They should not have let her die. Tom Ratchett should have been forced to leave town before his violent nature took innocent lives. Or maybe they did not talk about it because they did not really care. Geraldine did not know for certain.

All she knew was that she had hoped Cathy would have peace when she shot Tom, when she let him pay in blood for the life he had taken. But the ghost-like figure stood in the doorway. What did she want Geraldine to do? Did someone else need to die?

This section presents the rules for the supernatural (ghosts, religious faith, miracles, and so on). The purpose of these rules is simple: to reflect what ordinary people believed in 1876 America. Religion is a natural part of everyday life. Superstitions are widespread. Most people, even sophisticated and educated people, assume that preachers can keep evil spirits away and that God can punish sinners in tangible ways. These and similar ideas are found in all cultures and religions throughout the country.

White people have their own versions of Christianity mixed together with old suspicions about ghosts and how Old Nick (the Devil) wanders the Earth in human form. Spiritualism, which has grown in popularity since the Civil War, distances itself from the idea that the dead are condemned to purgatory and eternal damnation if they have sinned. Members of this movement take for granted the possibility of contacting the other side, by way of séances and the like.

Native people from the various tribes know that the spirits of nature and their ancestors exert a significant and important influence on the domain of man, and that it is proper to show respect to the spirit world.

The first black slaves brought their own religions from Africa, which have changed over time, adapted and interweaved belief systems that combine magic and religion. Voodoo is the most famous example of this.

In the United States, basically everyone believes in a higher power, and they are convinced this higher power intervenes in their day-to-day lives.

The rules of the supernatural convey how people generally look at religion and the supernatural, and explain what it is believed that representatives of religions can do. An important element of all those religions is that contact with the supernatural (and thus FAITH through its Sacred Power) happens due to genuinely living according to the given religion's rules and commandments. The ability to persuade the gods does not come for free: it requires sacrifice and living a pious life. If you do this, the gods in their mercy may bestow abilities that can be used to help one's fellow man, such as blessing people at different stages in life, or invoking and expelling spirits.

Religion and faith are seen as self-evident among those who inhabit the American continent. All agree that there are things that science cannot explain. Most also believe that those who have contact with the supernatural can do things that are beyond humanly possible.

THERE ARE OTHER EXPLANATIONS.

If you do not feel that the rules for the supernatural fit in with the way you play *Western*, simply disregard them. It is still perfectly possible to have Mambos, mediums, preachers and shamans as player characters with using (all) the rules of Faith, Religious Ceremonies and Miracles. Use what you think will bring color and detail to your game, but always let there be a rational explanation for what is happening that would work as well as a paranormal one. Uncertainty and doubt are always good.

Guest Customer (Order #49645230)

SUPERNATURAL RULES IN OVERVIEW

The rules here assume that some form of higher supernatural power exists, and that certain people have been chosen to have direct contact with this power. In voodoo, this person is known as a Mambo, in spiritualism, as a Medium, in Christian religions, a Preacher and within the Native tribes, this person is a Shaman (These terms are purely for the rules, different Christian denominations, Native tribes, cults and movements have their own names for their holy people).

Mambos, Mediums, Preachers and Shamans receive Faith, via their prayers and contact with the supernatural. They get access to the Sacred power, which they in turn can use to invoke the powers and achieve things ordinary mortals cannot: Miracles.

In order to perform miracles, those who can tap into the Sacred power through their Faith must perform certain acts and rituals. These are called Religious Ceremonies and work according to the Skill with the same name. Religious Ceremonies are actually four separate Skills, one for each type of Faithful person: Religious Ceremonies/Mambo, Religious Ceremonies/Medium, Religious Ceremonies/Preacher, and Religious Ceremonies/Shaman.

Even if you play a campaign without religious or supernatural elements, these rites and ceremonies are nevertheless prevalent in society. The big difference in a campaign without supernatural elements is that they cannot lead to a miracle no matter how much they are used. The ceremonies are people's attempts to make contact with the supernatural, but if there is no Sacred power, these attempts cannot succeed.

Faithful people must closely follow the rules and commandments of their religion or belief structure. Broken commandments are Sins (a Christian term, which, for convenience, we use here for other alignments as well) and those who Sin lose their sacred power and the ability to work miracles until they do penance and regain favor in the eyes of their higher power.

An important basic rule that applies to all those with Faith and thus access to the sacred powers is that if they try to use their abilities for personal gain, their attempt will automatically fail, no matter what the dice show. In such a case, the Game Master must ultimately determine the best course of action, but a good rule of thumb is that if players (rather than their characters) behave selfishly or use their powers only to help themselves, their attempts will be unsuccessful. If they try to claim their characters will serve their god(s) better in the long run if they receive some special advantages, this is generally a clear sign of selfish behavior. Common to all religious systems in *Western* is the fact that supernatural powers must be used to help others, not themselves. In fact, Faith often requires various sacrifices from the practitioner.

The rules for the supernatural first describe the various supernatural occupations and the basics of their beliefs. Then we look at the different rules one at a time, including information on what is specific to the different occupations. The chapter concludes with a paragraph about spirits, ghosts and superstitions.

Guest Customer (Order #49645230)

THE CALLING

When you create a character who is a mambo, medium, preacher or shaman, you should be aware that you do not choose the supernatural ability – the supernatural chooses you. No one becomes a preacher because it gives access to a lot of "cool abilities" but rather because you receive an understanding that it is your destiny to serve God or other spirits. You can fight this fate and try to avoid taking up your role as chosen by God/spirits for long, but you cannot fight it forever. The *supernatural calling* is not to be denied.

When you create a character with Faith, try to describe briefly how the character received her calling. When did she first realize her life had a higher purpose, that she was chosen by God or the spirits? How did it happen? Did it take a long time for the character to realize her destiny or did it happen overnight?

Often the calling occurs when the character receives a vision of some kind, either in a dream or in a portent of everyday life. Christians are told by the saints that they have been chosen to spread God's word, while shamans, mambos and mediums meet one or more spirits. In this first meeting, they may be given a mission or calling to protect their tribe or family, as well as the ability to act as a link to the spirit world. For shamans, the calling often consists of their totem animal being revealed to them, either in a dream or in reality. The totem animal is the spirit that serves as the shaman's guide and will be linked to the shaman for the rest of his life. If selected to become the mambo, one can receive their calling when near death (e.g., due to a serious illness, or surviving a lynching), and then a voodoo spirit (called loas) reveals themselves and explains one's mission and destiny. A medium usually gets their calling to act as voice to the spirits in their teens through an encounter with the spirit of a deceased relative or an important person.

The calling need not be clear or obvious. You can hear whispering voices that try to convince you to follow the will of God or the way of the spirits. The calling can also consist of a series of experiences that slowly and gradually convince you that you are fated to receive the Sacred power, from brief visions to half-forgotten dreams, strange coincidences or a long period of extreme luck, good or bad.

Regardless of how the calling makes itself known to the Faithful character, it is always deeply personal and connected to events in the character's life and background. The calling might appear to a sinful man in a dream, telling him to abandon his old life and become a preacher – and he will then spend a lifetime of energy on fighting just those sins he had committed before, such as gambling, drinking, or criminality. A mambo might get the calling after seeing her family killed by the Ku Klux Klan, and then focus her entire holy mission on revenge and fighting back against the white slavers.

Guest Customer (Order #49645230)

SINNING AND PENANCE

If a Faithful person violates their religion's (or spiritual movement's) commands and rules, their Faith is hurt and their access to the Sacred power can disappear: preachers who sin and are abandoned by God, shamans who lose contact with the universe and cannot communicate with the spirits, a mambo or houngan tortured by nightmares sent by loas until they mend their ways, or a medium who is haunted by horrible visions and loses contact with the other side. For simplicity's sake, all such crimes against one's Faith are called SINNING, even if sin is typically a Christian term.

The effects of sinning vary depending on how serious the deviation was. A minor sin might mean being unable to perform Religious Ceremonies during that day and the following. A slightly harsher sin might mean being without Faith for a week. A major sin might lead to losing the ability to spend and regain FAITH and PRAYER POINTS until penance has been performed to a degree that satisfies the Sacred powers as well as the Game Master. Lesser and greater sins also lead to losing any potential Prayer Points earned during that day. A truly terrible sin against the laws of your belief will cause you to lose all the Faith you have.

Regaining one's abilities after sinning means doing more than just going on as if nothing had happened, and never caring about God or the spirits other than on their Holy Day. No, one must also repent and work hard to follow the rules of the religion, and try to put things right if possible. This is primarily a matter of roleplaying and it is up to the Game Master to decide if the player has behaved correctly enough following the breaking of their religion's commands and rules.

If the Game Master believes that the player is not taking their Faith seriously enough, or does not seem to understand the importance of having their life imbued with strong conviction, we recommend that the character's Faith remain lost until the player roleplays regret and penance sufficiently.

When it comes to serious sins, doing PENANCE and regaining one's Faith or contact with the supernatural is an adventure in itself. This could take the form of a pilgrimage, performing vital but dangerous tasks for the tribe, or something else similarly vast and profound.

When Faith plays as crucial a role for a person as for the character who has chosen to follow their calling and become filled with Sacred Power, this often becomes a central part of the whole campaign. The requirement to follow the religious rules, however, does not mean that all Faithful characters can or should be played as fanatical extremists. On the contrary, there is enormous dramatical power in subjecting the character to situations that make them question their long-held beliefs, religious convictions, or knowing what is morally right and wrong. This can lead to them changing their opinions on matters that previously had been decisive matters for them, but played in the right way, they can still reconnect with the supernatural – if they desire.

EXAMPLES OF SIN FOR VARIOS FAITHFUL PERSONS

SIN LEVEL	EXAMPLE
MAMBO	
Minor:	Not performing necessary rites when giving thanks, or not sacrificing to the loas at least once a week.
Serious:	Refusing to help members of the group, acting in a way that people outside the group win while group members lose, or not following signs from the spirits.
Major:	Betraying the group, participating in slave trade, killing someone who is not an enemy of the group.
MEDIUM	
Minor:	Making up messages from somebody dead that you have not been in contact with.
Serious:	Not conveying spirits' messages to their loved ones, not following the spirits' signs, or trying to keep a hold on a spirit that needs to cross over or move on.
Major:	Killing someone whether self-defense or not, denying God or the spirits.
PREACHER	
Minor:	Taking the name of the Lord in vain, working on a Sunday, lying, being jealous of someone else.
Serious:	Commiting adultery, violating the celibacy vow (if Catholic priest), stealing.
Major:	Killing someone, whether self-defense or not; denying God.
SHAMAN	
Minor:	Accidentally killing/injuring totem or holy animal, not performing necessary rites before travel, hunt, etc.
Serious:	Refusing to give advice to tribe members, refusing to help the tribe in battle, acting in a way that the white man (or other tribes) win while their own tribe loses, not following signs of the spirits.
Major:	Betraying the tribe, desecrating a holy place, killing someone who is not the enemy of the tribe.

Guest Customer (Order #49645230)

MAMBO

Mambos, (or houngans, if male) are the people who serve as priests in the voodoo religion. Voodoo is the English spelling – practitioners themselves use words like *vodou, vodoun,* or *vodun*.

Voodoo has its roots in African tribal religions and was imported to the United States and the Caribbean via the slave trade. The slaves tried to keep their original religions as best they could in the new country, but it was not popular among the slave owners. Thus, over time, the faith and rituals of the slaves blended together with Christian mythology and folk superstitions. Voodoo is therefore a mixed religion with similarities to both Shamanism and Christianity. Just as in Shamanism, there is a belief in the spirit world, as well as in the existence of ancestral spirits and nature spirits – some are good and help people, while others are evil and try to trick people. Sometimes Voodoo practioners pray to Christian saints, who are viewed as spirits rather than ordinary people who lived a holy life.

An important part of Voodoo is to live and act in a way that you receive help from the good spirits and keep the evil spirits away.

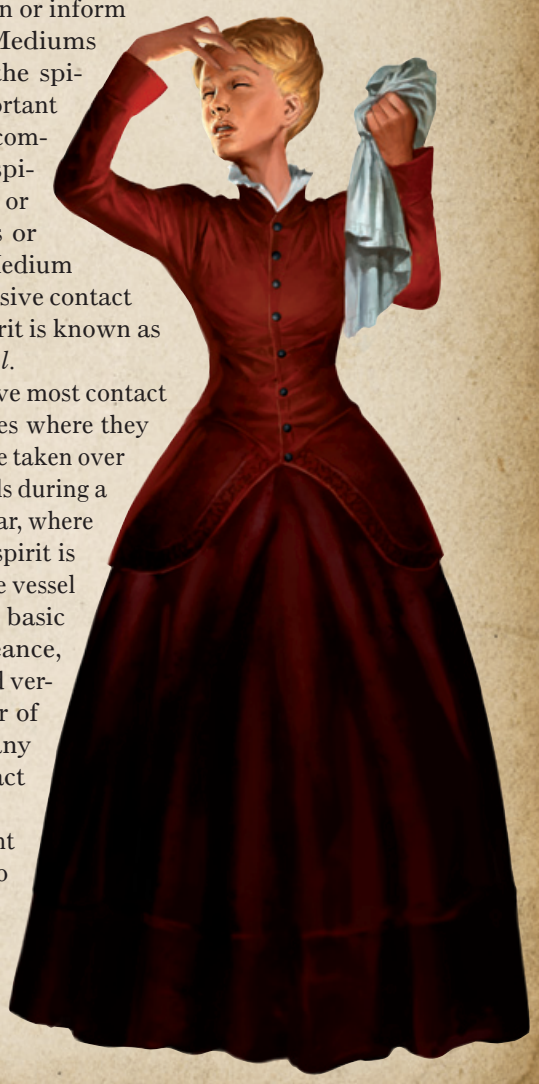
Voodoo is more personal and on a smaller scale than Shamanism. With Voodoo, it is primarily family or a small group of families (such as in a small village or settlement) that must be protected and live according to the spirits' commands.

The boundaries of *selfish behavior* (as presented in *Supernatural Rules in Overview*) are therefore a bit different for Mambos. The basic rule of automatic failure for using Religious Ceremonies to benefit oneself still applies, but a Mambo's actions do not have to benefit a larger group – it is sufficient if they take care of their own family or their closest friends. What would in other religions be considered selfish can be acceptable in Voodoo, since a Mambo's most important task is to protect their own little group. If people outside the group are affected or harmed by a Mambo's actions, it is less important. Sometimes, even the spirits can insist upon the elimination of a family's enemies.!

MEDIUM

A Medium can communicate or interact with spirits of the dead. They are associated primarily with the Spiritualism movement, which became the collective name for the belief that it is possible to speak with spirits. Those who believe in Spiritualism are called Spiritualists, whether or not they have the abilities of a Medium. Spiritualism is not an organized religion nor does it have a common belief system. Many associations and collaborations between spiritualists are reminiscent of religious organizations, but with a focus on personal experiences and contact with the spirits. Most spiritualists have a Christian background and view themselves as such. They believe, however, that the deceased are doomed to wander in purgatory for the slightest misdeed. Spiritualists believe God stands for forgiveness, that the spirits of the deceased can move on to a harmonious state, and that an existence beyond death is called the spiritual plane.

Spirits who allow themselves to be contacted or speak through Medium's have different agendas, like wanting to help, warn or inform the living. Some Mediums have contact with the spirits of famous or important people, while others communicate with the spirits of regular people, or victims of accidents or violent crimes. If a Medium has repeated or exclusive contact with a spirit, that spirit is known as the Medium's *control*.



Some Mediums have most contact with spirits via trances where they allow their bodies to be taken over by one or more controls during a trance lecture or similar, where the substance of the spirit is channeled through the vessel of the Medium. The basic form of this is the séance, a somewhat ritualized version where a number of people in the company of a Medium contact the spirits.

There are malevolent spirits that it is best to avoid. A few Mediums focus on contacting these to calm them, often discreetly and in private.

Guest Customer (Order #49645230)

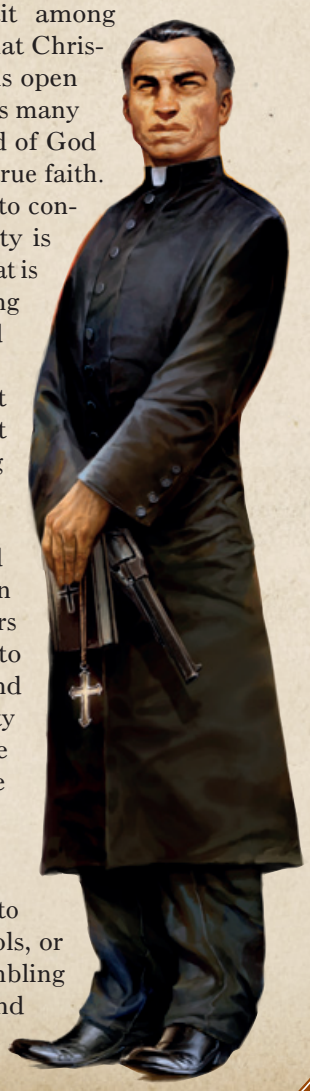
PREACHER

There are many different Christian denominations in the United States, and they do not always agree with one another. They do have several things in common, however, and if one is a Preacher, there are things one believes whether they are a Methodist, Baptist, Episcopalian or something else.

All Preachers have the *Bible* as the basis of their religion, even if it is far from necessary to literally believe it to be a Preacher. *The Bible* contains much wisdom in addition to the story of creation and the commandments, and one can turn to the *Bible* for guidance in everyday life.

This is one of the reasons it is important for Preachers to preach – the *Bible's* words (combined with one's own eloquence, of course) have such power that people can be comforted or even converted just by hearing them. If your character is a Preacher, you would be clever to bring a *Bible* to the gaming sessions so you can read from it and cite scripture when appropriate.

Another common trait among Preachers is the notion that Christianity is a religion that is open to all, and it is vital that as many as possible hear the word of God and are converted to the true faith. Going out into the world to convert others to Christianity is called evangelizing, and that is something many wandering Preachers in the West spend their time doing.



Many parts of the West are not only lawless, but also godless – people living in sin and misery because there is no church or even a Preacher that can lead them to the right path. An important task for Preachers in *Western* is therefore to bring the word of God and the message of Christianity to even the most remote communities to save the townsfolk from a life of sin. This can be done by arranging religious services, collecting money to build churches and schools, or protesting places like gambling dens, opium addiction and prostitution.

SHAMAN

The religions of the Native tribes can vary considerably, but all tribes have some form of holy men or women who are in direct communication with the supernatural and who can help the tribe with spiritual guidance and practical things like healing and negotiation with other tribes.

Shamans believe in the idea of a spirit world that exists alongside our own. Our world and the spirit world affect each other in different ways. By showing respect for the spirits in a particular place, the spirits might reward the person or tribe with good harvests and good luck. However, if the spirits are not shown respect, or they are denigrated, they might leave that place – which would lead to it becoming desolate and dilapidated.

The types of spirits can vary as well, but the most common are ancestral spirits (who in their wisdom and experience can offer advice and help) and nature spirits (who possess power over their portion of nature – power that can both help and harm humans). The Shaman's task is to mediate between our world and the spirit world and ensure the spirits are respected. In return, the Shaman may receive powers from the spirits to help and protect their tribe.

Unlike Preachers, Shamans see religion as something connected to the Shaman's tribe and people. Shamans have no interest in converting others, and do not preach the spirits' words in the way Preachers do. However, it is vital to ensure members of the tribe live according to the spirits' commands. If any members of the tribe antagonize the spirits, such as through having too much interaction with the white man, or drinking alcohol that makes them lazy and stupid (and turns them into the white man's slaves), then the spirits may punish the whole tribe. This must be stopped at any cost, and sometimes the only solution is to banish those who break the spirits' rules, driving them away from the tribe and forbidding them to return.

Guest Customer (Order #49645230)

RELIGIOUS CEREMONIES

In order to invoke supernatural powers and perform Miracles, you must succeed in a Religious Ceremonies Check. This Skill means that you have knowledge of the formal and often complicated rituals needed for God or the spirits to hear your prayers and bestow you with power. One attains the general Skill by learning it from someone who is already consecrated, but in some cases, it is possible to teach oneself by studying holy writings or through intuitive understanding. Shamans, Mambos, and Mediums often feel they are learning their ceremonies directly from the spirits, in dreams, visions and so on. Even Preachers can get inspiration from saints or angels. All Faithful persons learn their own Skill, their own Religous Ceremonies. The rituals may be similar on a principal level, but not in the details of the rituals.

Religious Ceremonies take time and require one to follow a strict pattern. The Game Master decides how long a given ritual takes to execute, but a good rule of thumb is that a ceremony takes at least an hour for each Prayer Point spent on the Miracle being invoked. The reason religious ceremonies take time is that one must enter into a state of mind where the only thoughts can be about God or the spirits, and the matter requiring their help – and such concentration takes a good deal of time to achieve.

There are many different kinds of Religious ceremonies. We recommend the Game Master and players jointly decide on what types of ceremonies the character uses to achieve their Miracles. Here are a few examples of ceremonies and their potential components. Some ceremonies require many components while others need several participants, and yet others require solitude. For each ceremony, we suggest how the Faithful person can do more than the basic requirements in order to get a bonus for their Religious Ceremonies roll. If the player systematically tries to take advantage of this without performing the necessary sacrifices or if the Game Master feels the bonus exercise was too mechanical, the rule for selfishness applies and the attempt will automatically fail, no matter what the roll

BODY PAINTING — Mambo, Shaman

Many shamanistic rituals (and even some voodoo rituals) require various patterns and specific colors to be painted onto one's body. It is precisely the production of those special colors that makes this ritual take a long time – the painting itself need not be a lengthy process and can be performed in under an hour. The color production, however, usually requires special ingredients that must be collected at very specific times during particular circumstances.

RULES – If the character succeeds a Expertise/Biology or Expertise/Herbs Check (which Skill you use depends on what the color you create is made of, thus), +1 is awarded to the Check for Religious Ceremonies. That way, the Miracle will more easily be invoked.

DANCE — Mambo, Shaman

The Faithful person dances as a part of the ceremony, eiher alone or in a group. Dance ceremonies require space and are often performed outdoors at a special time – at dawn, at midnight, during the full moon, at the summer solistice, etc.

RULES – If the character also succeeds with a Skill Check in Dance (or in some cases, Acrobatics) gives a +1 to the Check for Religious Ceremonies.

FASTING/SELF-MORTIFICATION — Mambo, Preacher, Shaman

The Faithful person subjects themselves to pain and hardship to purify themselves and enter into the right frame of mind. Fasting means, of course, that the ceremony takes longer: for the ceremony to work, fasting has to have gone on for at least a day before performing the ritual (and thus incurring 1 Constitution Loss). Self-mortification can include self-flagellation (Preachers), cutting oneself (Mambos and Shamans), or dancing around a pole with hooks piercing the skin (Shamans). For self-mortification to work, at least a Minor Wound must be incurred.

RULES – For each extra Constitution Loss voluntarily incurred prior to the ceremony, +1 is awarded to the Skill Check. For each additional Minor Wound taken in self-mortification, +1 is also awarded. If a Major Wound is incurred, +5 is awarded to the Religious Ceremonies Check. However, no more than +10 can be achieved from this ritual.

LITURGY — Preacher

Liturgy is public worship, specifically the methods and rites that are a part of public worship. To perform some ceremonies, Preachers must perform a worship service, i.e., preach a sermon, lead a congregation in prayer, and perhaps also give them Eucharist. Liturgy can also entail the Preacher performing a life-cycle ritual of some kind, such as a marriage or baptism. This is a common requirement for Preachers to perform the miracle Blessing (see *Miracles*) over a person being baptized or married. Note that infants are not the only ones who can be baptized – adults can as well, depending on the Preacher's denomination.

Guest Customer (Order #49645230)

RULES – If the character succeeds with another Skill Check relevant to liturgy (usually Eloquence, but also Language or Music can work), +1 is awarded to the Religious Ceremonies/Preacher Check. Note, a liturgic ceremony used to perform a miracle can never be used to give Prayer Points (see *Faith*)!

PRAYERS — Everyone

The Faithful person prays to God or the spirits for help. This is basically the gist of all ceremonies, so in this case, Prayers refers specifically to the ceremonies when it is communication with the supernatural that is important: that God/the spirits hear and understand what is being said to them. Prayers usually require solitude and perhaps withdrawal to a quiet place without risking being disturbed, where the Sacred powers are strong (such as a church or a sacred site).

RULES – If the character also succeeds with another Skill Check involving communication with the supernatural (such as Language/Latin for a Catholic priest, or Mimicry for shamans who use animal sounds to attract nature spirits), the Game Master can give +1 to the Religious Ceremonies Skill Check.

SACRIFICE — Mambo, Shaman

Sacrifice is a ceremony to show submission to and respect for the spirits by giving them something that is significant or costly to oneself. What the sacrifice consists of depends on which spirit is being mollified and which miracle is being attempted. If, for example, the attempt is to call down a Curse upon someone, it is important to sacrifice something that belongs to the curse's victim (item of clothing, strand of hair, etc.). If the idea is to Bless someone or something, food or handiwork could be sacrificed. For such a sacrifice to be accepted, it must be of at least normal Quality. You cannot sacrifice something you would otherwise discard.

RULES – Sacrifices of high quality give +1 to the Religious Ceremonies Check for each bonus it has in Quality. This applies only if the higher quality means a true sacrifice or real cost to the Faithful person. If the Faithful person is very wealthy, he cannot be credited with this bonus. In such cases, the Faithful person can get a bonus by sacrificing something that has great sentimental value, such as an item which has been kept to remember a deceased friend or relative.

TRANCE — Medium

A medium who wants to perform a séance, or communicate with the spirits will usually put themselves into a trance. This is a type of meditative state where the medium calms their thoughts and opens themselves up to contact with the spirits. There are mediums who successfully communicate with spirits without going into a trance, but pretend to be in a trance in order to live up to the public's expectations.

RULES – A success at a Cool Check is awarded +1 to the Religious Ceremonies/Medium Check.

Guest Customer (Order #49645230)

FAITH

All characters can use Character Creations Points and Experience Points to learn the Skill Religious Ceremonies for the kind of Faithful person they want to play; Mambo, Medium, Preacher or Shaman. This does not mean, however, that everyone who learns the rituals and ceremonies is also granted the gift of supernatural powers. To be able to perform Miracles, it takes more than just mastery of the correct rituals – it also requires one be strong and true in one's belief. Only those with Faith can use Religious Ceremonies to call on powers beyond the normal.

To receive and keep Faith, one must live according to the rules of one's religion in big ways and small. Being chosen, being in contact with the supernatural, is not easy, and a Faithful person can expect to have their Faith tested. Faithful people seldom have an easy, carefree life. The price they pay for their powers is to live by a strict moral code outlining what they can and cannot do. They must live by precepts they did not decide, and submit themselves to these rules as they are an integral part of their Faith. Others may think there should be exceptions or deviations from these rules, but it really comes down to whether the Faithful person is prepared to submit to a higher power, or if they believe they can control and bend the supernatural to their own will. Regardless, having contact with the supernatural requires sacrifices.

STARTING WITH FAITH

If you have selected to play a Faithful person (Mambo, Medium, Preacher or Shaman), you already got 2 in Faith when you start playing. If you play a character that has just received their calling and begun to follow a Faithful path in contact with the supernatural, it could be more fun to start with one of the other Roles. Then, during the campaign, you can learn more about your religion and Religious Ceremonies. In that case, you will start the game with 1 unit of Faith.

NO UNLIMITED POWERS

Any attempt to perform a Miracle requires loading it with Faith, and at most you can spend as many units of Faith in a week as you possess. If you have 1 unit of Faith, therefore, you can perform 1 Miracle per week. If you have 2 units, you can, in a week, either perform 1 Miracle loaded with 2 units of Faith, or 2 Miracles loaded with 1 unit of Faith each, and so on depending on how strong your Faith is.

PRAYER POINTS

When acting in accordance with religious convictions, Prayer Points can be earned. These Prayer Points relate to Faith the way Combat Points relate to Cool Under Fire. Prayer Points cannot be used for anything in and of themselves, but when you have collected 20 Prayer Points, they can be converted into 1 full unit of Faith (i.e., you can raise your value in Faith by 1).

Prayer Points and Faith itself can be lost by breaking your religion's rules (see *Sinning and Penance*). During this time, the Game Master may keep track of how many Prayer Points a player gains in secret, until the Penance is done and the player is once again strong in his or her Faith. It makes it a myserious and unpredictable process, as the supernatural should be.

Following, we present four tables of what gives Prayer Points, divided among different Roles. The rule about *Personal Sacrifice* means that if the Faithful person willingly makes great sacrifices or subjects themselves to danger, the number of Prayer Points doubles. The Game Master determines what a *"great sacrifice"* entails, but a good rule of thumb is that the character gets the bonus if, during their religious activities, they suffer a Major Wound or worse, incur more than a 2-point Constitution Loss, or lose more than half of their fortune. Note: player characters may not use a Wound, Constituion Loss, or sacrifice to both get Prayer Points and get a bonus on their Religious Ceremonies roll. Similarly, the Game Master must use her judgement with regard to money: if the character is extremely rich or extremely poor, this means that is no sacrifice to lose half of their fortune, and they cannot count this toward their bonus. It is then necessary to sacrifice an item of great sentimental value instead.

If the Game Master believes the character's sacrifice is insincere, a stunt to reap benefits with no serious commitment, the doubling does not apply. The character then receives zero Prayer Points! Before God and the spirits, it is wisest to not be a hypocrite.

REGAIN FAITH

Before the game begins, you should establish which day of the week your character has their *Holy Day,* which for Christians is Sunday. During this day, your character regains all the Faith they have used since the last one – but only if the day is sanctified. This is a day that should be devoted to contact with the supernatural, and to adhering to the commands of the religion the character follows. A Preacher can of course hold a church service, but no other business or worldly matters. No matter how much Faith the character has, they can regain all of it on this day. But if the day is not sanctified, they cannot regain any Faith at all. Perhaps they will have more time on the next Holy Day?

Guest Customer (Order #49645230)

PRAYER POINTS – MAMBO

EVENT	POINTS
Leads their group in an important ritual	+1
Steals money from the oppressors and gives it away[1]	+1
Makes crafts/objects and gives them away to the needy[2]	+1
Leads their group in a very importan ritual (e.g. funeral/burial of a family member, Day of the Dead, etc.)	+2
Gains the respect of one of the group's enemies	+2
Scares off one of the group's enemies	+3
Frees slaves/enslaved	+5
Assists former slaves in need of help	+5
Founds a new Voodoo Temple	+10
Stops slave owners/slave trade (still occurs despite being illegal after the Civil War)	+10

1 +1 for each Quality Bonus of the object (applicable once per month).
2 +1/$100.

PRAYER POINTS – MEDIUM

EVENT	POINTS
Helps a person open their eyes to, and embrace the significance of the spirit world	+1
Holds a séance	+1
Spreads Spiritualism[1]	+1
Arranges contakt between a spirit and a person[2]	+2
Helps – by way of a séance or other means of contact with spirits – a living person to find comfort and closure	+2
Helps – by way of a séance – a deceased spirit to contact a person	+3
Makes a spiritualistic message through automatic writing	+4
Allows oneself to be taken over by a control while in a trance	+4
Is the first to perform a public séance in a large town[3]	+5

1 Can only occur once per trance session for 20+ people.
2 Can only occur once per person & séance.
3 Can only occur once per séance for 50+ people.

PRAYER POINTS – PREACHER

EVENT	POINTS
Performs the first Christian Ceremony in a community (marriage, baptism, funeral, etc.)[1]	+1
Gives someone their last rites[2]	+1
Donates 10% of all proceeds to the church[3]	+1
Spreads the word of God[4]	+1
Converts sinners[2]	+2
Saves heathen (i.e. Native American)[2]	+3
Goes on a pilgrimage (e.g. to Santa Fe, if Catholic)	+3
Helps someone in distress (not wanting anyting in return)	+5
Puts a stop to a den of iniquity (e.g., get a brothel or saloon to close its doors)	+5
Starts a church, monastery or school	+10

1 Can only occur once per community.
2 Can only occur per person.
3 Can only occur per month.
4 Can only occur per Bible sold or sermon delivered to 20+ persons.

PRAYER POINTS – SHAMAN

EVENT	POINTS
Assists tribe members with advice[1]	+1
Leads the entire tribe in an important ritual	+1
Makes crafts/objects and gives them away to the tribe[2]	+1
Leads the entire tribe in a very important ritual (e.g. selection or burial of a chief, consecration rites, etc.)	+2
Assists the tribe in battle	+3
Carries an important message to another tribe	+3
Negotiates with the white; the tribe's situation unchanged	+3
Reverse Christianized tribe member[3]	+3
Ward off a threat to the tribe with cunning/diplomacy	+5
Negotiates with the white; the tribe's situation improved	+5
Achieves a feat for the tribe (e.g., prevents a massacre)	+10

1 Get Prayer Points if the tribe member is successful following your advice.
2 +1 for each Quality Bonus of the object (applicable once per month).
3 Can only occur once per person.

EXAMPLE 1: THE PREACHER'S SACRIFICE

Preacher Jeffrey McManus gathers a group of thirty god-fearing people outside the town's whorehouse to hold a sermon and protest the immorality of making money on prostitution. The owner of the whorehouse, Alistair Carruthers, does not appreciate the crowd of churchgoers scaring away his customers, so he goes out and lays into McManus – so much so that the good pastor receives a Major Wound. *McManus is not so easily frightened, however, and follows through with his sermon as planned. The Game Master must determine if this counts as a* Personal Sacrifice, *in which case the* Prayer Points *McManus receives for the action (in this case, 1 for* Spreading the word of God*) are doubled (and he would receive 2 points for this particular action).*

EXAMPLE 2: THE SHAMAN'S VISION

Shaman Three Bears must perform a Vision Quest to help his tribe escape the pursuing cavalry. He fasts for three days to prepare himself and incurs 3 in Constitution Loss. *The Game Master explains to Three Bears's player that he can either use his* Fasting *to gain +3 for his* Religious Ceremonies Check, *or to double the 3* Prayer Points *he would otherwise get for* Assisting his tribe in battle *(even fleeing an attack counts here). Simply by performing the ritual and showing his willingness to sacrifice, Three Bears has improved the tribe's morale. Three Bears would really like to have a vision that can help his tribe get away from the cavalry and so he chooses to use the +3 for his* Religious Ceremonies Check *rather than double his* Prayer Points.

Guest Customer (Order #49645230)

MIRACLES

Miracle is a common name for those things a Faithful person can receive help with from their God or the spirits. Miracles are performed through a successful religious ceremony (i.e., a successful Religious Ceremonies Check) and the Faithful person loading it with as much Faith as deemed appropriate – minimum 1. A good rule of thumb is that ceremonies used to perform Miracles take an hour for each unit of Faith spent on the ritual (powerful riturals therefore take longer). Following is a description of the miracles a Faithful person can use, as well as a table displaying which miracles the various religions have access to.

Keep in mind that the supernatural is not something that can be commanded willy-nilly, nor can an immediate result always be expected. The Game Master can therefore cleverly use two twenty-sided dice in order for the players not to know for certain how it went. The Game Master could also let some time pass before the invoked Miracle actually occurs. Try to find the balance between keeping the supernatural mysterious while not frustrating your players too much.

Even in groups that do not use supernatural ingredients or explanations, most of these miracles can still be used, as there may be other reasons why they work. If the tribe's warriors believe in the shaman's ritual performance, they will feel more invincible and thus act with greater certainty. If a person believes themselves to be a victim of a curse, they may be so fearful that they cannot go about their regular life. If a Faithful person fasts and takes hallucinogenic drugs, it is no surprise that visions occur. Those who search for signs from above will always find them, even if those signs are just their own vivid imaginations. The fact that rain starts to fall after the schaman's rain dance might just be due to pure meteorological phenomena. The game works best when the player characters are not really certain of which events have supernatural explanations and which have a rational explanation.

MIRACLES

MIRACLE	MAMBO	MEDIUM	PREACHER	SHAMAN
Automatic Writing		●		
Bless	●		●	●
Change Weather	●		●	●
Charisma		●	●	
Curse	●			
Defend				●
Exorcism	●	●	●	●
Heal	●		●	●
Omens	●	●	●	●
Seance		●		

AUTOMATIC WRITING

Automatic Writing is when a medium enters a trance state and allows themselves to be taken over by a spirit, who through the medium, begins to write some text, a piece of music, or paints a picture, draws a map, or makes some other kind of drawing.

To perform *Automatic Writing,* the medium must load it with 1 unit of Faith to open their senses and invite in a spirit, and then 1 additional Faith per hour that the spirit uses the medium. If the medium's Faith runs out, the *Automatic Writing* ceases immediately. (See more under *Spiritualism* in *The Supernatural Sourcebook*.).

BLESS

The Faithful person *Blesses* someone to help them with a task that is in accordance with the religion's commandments. The person will then have a better chance at succeeding at their task. A blessing can only be used for a specific time-limited task. "Finding the culprits who burned down the church" is a good example, but "Spread Christianity throughout the West" is not. A *Blessing* does not last longer than a week, however, no matter how the task is formulated. If the Faithful wants the *Blessing* to last longer, the Miracle must be invoked anew every week.

For each unit of Faith used in the blessing, the blessed gets +1 chance of succeeding all Skill Checks to do with the task, except for Combat Skills (with an exception for Defense). Additionally, the blessed can – once during a Blessing – get a bonus of +10 on a Skill of their choice for one roll, or during an entire Combat Round if the selected Skill was Defense. If the blessed person uses this bonus, the effects of the blessing disappear completely following its use.

Another and common use of *Blessings* is just before a hunt. Then, 1 Faith unit can give up to 10 people +1 in Hunt/Fish for a day. If more Faith units are spent, the Faithful person can either give more people the same bonus, or increase the level of bonus to the original 10, but not both at the same time.

CHANGE WEATHER

When it comes to the powers of the weather, we are all miniscule. The reservations the Natives are forced to are places of poor land and terrible weather conditions. Even the homesteaders feel vulnerable and exposed. The most common thing the Faithful person tries to change is the weather. They call on rain for the crops, and try to drive away the storms, to save the people and animals, houses and homes, from being destroyed in the paths of tornadoes. How big an effect you want and for how long depends on climate and the amount

Guest Customer (Order #49645230)

of Faith you use in the Miracle. Basically, for every unit of Faith you spend, you get 1 hour of rain in the desert, but 1 day of rain in the mountains or on the prairie. Your effect on the weather cannot be unreasonable, however; it will not snow in the desert in the middle of summer no matter what you do.

CHARISMA

Preachers can sometimes become so imbued with the power and glory of God that they inspire the people around them. Very charismatic preachers can get people to abandon their sinful ways or convince a whole community to become pious Christians.

For each unit of Faith spent, the Faithful person can either convince one person to change their opinion on a matter relating to the religion's message (within reason), or up to 10 people who hear the preacher's sermon, or the medium's trance-induced lecture, to be more positively or negatively inclined toward something relating to the religion's message. Each unit of Faith gives, during one session, +15 (max) in Eloquence if it is toward one person, or +5 on all Eloquence Checks when used for a larger group. More Faith can be used to affect more people or give a higher bonus, but not both at the same time.

CURSE

By sticking needles in a doll filled with something belonging to the victim of the curse (such as hair, fingernails, a piece of clothing), a mambo can place a Curse on an enemy. It is only possible to Curse people who are in some way enemies of, or working against, the group protected by the mambo.

For each unit of Faith spent, the person has -1 chance of succeeding at anything they do while they are acting antagonistically toward the mambo's group. If the Cursed person at some point runs the risk of being randomly affected by something bad, the chances that they will be affected are 10% higher for each Faith spent. Note: this applies to random events only.

DEFEND

When the tribe goes on the warpath, the shaman can ask the spirits to help the warriors. For each unit of Faith the shaman spends, up to 10 warriors can receive +1 on their Grit Checks, +1 in Defense, and +1 in Protection from their shields (even if the warrior is actually hit elsewhere, since the Blessing is protecting the entire body). However, if any warrior lets their shield touch the ground, all his bonuses disappear, since the shield has lost its Sacred power.

Additional Faith can be used either to defend more warriors or to raise the bonus. For example, by using 2 units of Faith, the shaman can give up to 20 warriors a +1 bonus in the above values, or increase the first group's bonuses to +2.

EXORCISM

This Miracle is used to drive out ghosts, evil spirits, demons, witches and other practitioners of unholy powers. Exactly what kinds of effects it has are up to the Game Master to decide, since we intentionally do not want to create too-detailed rules for the spirit world. After all, the spirits cannot be easily controlled or predicted. A successful Exorcism Miracle aimed at a practitioner of unholy power, for example, can prevent this person from using their powers for one day per Faith unit spent. If you have at least 5 units of Faith to spend, you can exorcize a ghost by helping them to find peace. A Faithful person can also use this miracle to make a defiled place abandoned by the spirits habitable again, or to lift a curse placed by evil spirits, sorcerors, or another mambo.

HEAL

For every unit of Faith spent on the ritual, the Faithful person can either restore 1 Blood Loss or 1 Constitution Loss. For each 5 units of Faith loaded into this Miracle, the Faithful person can heal a wound one full step (from Critical to Severe, Severe to Major, etc.).

This Miracle can also be used to cure diseases, poisoning, and other types of health impairments. In such cases, it's up to the Game Master to determine how much Faith is required.

OMENS

The Faithful person asks for advice from God or the spirits. A preacher prays to God for a sign, whether it be manifest in the physical realm or comes to him in a dream. Dreams can be sources of omens and signs for mambos, mediums and shamans too. A sign for a shaman could consist of an appearance of their totem animal, and a mambo might receive a sign from a loa.

For each Faith unit used in the Miracle, the Faithful receives one clue from the Game Master having to do with the thing the Faithful needs help with.

SEANCE

To communicate with spirits, mediums use the Séance Miracle. This is basically the type of ritual where the medium invites a spirit to inhabit and use their body. A Séance can be performed in several different ways: the classic way is that the medium gathers a group around a table, but it can also be performed as a speech given to a gathering of people. It is also not unusual for a medium to be alone and initiate contact with a spirit the medium senses nearby.

To perform a Séance, the medium must use 1 Faith to open their senses and invite a spirit in, and then an additional Faith unit per invited spirit over and above the first. (See more about séances in the section on *Spiritualism* in *The Supernatural Sourcebook*.)

Guest Customer (Order #49645230)

SPIRITS AND DEMONS

SKINWALKERS

The legend of skinwalkers comes from the Navajo in Arizona. According to the myth, skinwalkers are shamans who became possessed by evil spirits. They are feared, hated and met with disgust by their fellow tribe members. Skinwalkers go against everything the Navajo believe, stand for, and hold sacred. No taboo stands in their way. On the contrary, chaos is both their goal and primary method of action.

Skinwalkers are shamans who can perform rituals where they take the appearance of another creature and transform themselves temporarily into that creature. The more powerful the shaman, the more control they have over the creature they transform into, and the easier it is for them to switch between different forms. With more power, the transformation is sharper – from taking on the species' general traits to becoming the individual whose skin is being worn. Typical skins used are those of wolves, coyotes and bears. Powerful shamans can even become (human) persons.

Skinwalkers are difficult to detect. They are most active at night, and that is when transformations usually take place. The Navajo and the Apache hate death and avoid approaching, touching or speaking about the dead. Skinwalkers, however, are believed to have sex with dead people and consume their bodies. Despite these differences, the Navajo believe it is still possible for skinwalkers to live among them during the day without their identities being exposed.

The first thing a shaman does after becoming possessed by evil spirits is to kill a close relative – recently deceased relatives are therefore a good clue when trying to expose a skinwalker. A harder clue to discover is that the tracks a skinwalker leaves when in animal form are never in the right proportions.

When the Navajo believe they have discovered a skinwalker, they act quickly. The person is stoned to death, by nearby fellow tribe members. The body is beaten to a bloody pulp, bones and skin crushed – all to prevent the skinwalker from being able to return.

Skinwalkers spread disease and madness. The bones of the dead are used to harm others. Crushed bone fragments beneath the skin is the foremost method to harm individuals – as long as the fragments remain in the body, the victim is more succeptible to the skinwalker's curses. Ground bone powder can be used to paralyze opponents (by blowing it in their face) or to spread disease by placing the powder in food or water.

Rule-wise, skinwalkers get the values of the animal they have transformed into. Their ability to change form is limited by their FAITH – they can shift as many times per week as they have FAITH. To take over a specific individual requires 10 units of FAITH.

WENDIGOS

According to Native myths, the Wendigo is nearly invincible, with a heart of ice and a ravenous appetite for human flesh. The body is similar to a human's, but is much taller and thinner – like a skeleton, skin stretched across bones, and sometimes a light fur. Other physical differences are that the Wendigo has sharp fangs and claws instead of regular teeth and nails. It is said to have no lips because its enormous hunger has caused it to eat its own flesh. For this reason, it also frequently lacks fingers and toes.

As if this horrifying appearance weren't bad enough, the Wendigo is said to be extremely fast. Storms and tornadoes are created by these creatures as they race across the land. If you are travelling through the wilderness, it is wise to pay attention to these extreme weather phenomena and be on your guard. The Wendigo also has a scream that will freeze the blood in your veins. If you listen closely to the howling of the wind, you can hear its screech in the distance.

The Wendigo often pursues its intended victim for a long time, to frighten them before the slaughter. Preferably, the victim should reach the point where they strip off their clothes and willingly run into the woods, where the Wendigo lies in wait. Myths tell of victims who are allowed to live, but who have bits cut from them a little at a time.

The Wendigo is at home in Canada and the northern parts of the country, particularly the Rocky Mountains and around the Great Lakes, where winters are cold and merciless. While a Wendigo is awake, it is constantly hungry, always on the hunt for new victims, and warming several bubbling pots of man-stew on the fire. That said, the Wendigo is a connoisseur, and knows which bits of the human taste best – the fat from children, the soft skin of women, and the lean muscles of men. If a Wendigo finds an isolated cabin, it will likely kill everyone within, and then live there. After a time of wakeful activity, it will hibernate, sometimes for a few months, sometimes for many years.

Normal weapons cannot harm a Wendigo, but they can be damaged with fire and silver. In order to die, their icy heart must be crushed and their body broken, salted and burned, or possibly cut into pieces, each part hidden as far from the other as possible to avoid that the Wendigo returns to life and seeks revenge. According to some myths, the Wendigo's soul lives on, simply waiting for the next time a human chooses to kill and eat another human. The cannibal will vomit enormous amounts of blood, his soul will die, and the Wendigo will take over his body – which then becomes deformed and takes on the tall, thin Wendigo shape with vicious fangs and claws.

Guest Customer (Order #49645230)

ZOMBIES

There are those within voodoo who are not satisfied with the power the loas grant them. These evil voodoo priests are called *bokors*. A bokor uses voodoo to harm others with his black art, rather than help people. Creating *Zombies* is one of the methods Bokors use to scare others. The word zombie comes from the Congolese word *nzambi*, which means *"spirit of a dead person"* and it is this a bokor captures when he or she creates a zombie.

To turn a person into a zombie requires a necessary ritual where a bokor carefully prepares a zombie powder which is then blown into the face or on the body of the person being turned into a zombie.

The zombie powder contains various things depending on which bokor has made it, but three ingredients are always present:

1. Burned, crushed human bones and other human remains.
2. Plants with glandular poisonous hairs, sharp thorns, calcium oxalate (found in rhubarb leaves and agave), or toxic resin.
3. Blowfish.

The production of zombie powder is usually shrouded in secrecy, and is mostly done during the night, especially considering the bokor needs corpse parts to make the powder.

The victim falls ill soon thereafter. Fever and nausea, fluid in the lungs, difficulty breathing and rapidly sinking blood pressure are the earliest symptoms. After that, their body temperature sinks quickly, and before long, nearly all life signs cease. For a person without medical training, the person appears dead. The victim, however, is conscious the entire time and can hear everything around them – something which can drive anyone to madness.

The victim is declared dead and is buried. A few days later, the bokor digs them up. The zombie powder and lack of oxygen, coupled with the frightening experience of being buried alive, has usually stripped the zombie of any resistance they might have had left. To make the zombie even more compliant, the Bokor uses a powder which takes away the victim's will, and captures their spirit in a *wanga*. After that, the zombie is broken and can be put to work for the Bokor as a slave, or as a tool to scare others.

The wanga is a glass bottle covered with red and black swatches of fabric. It often has small bits of mirror attached to reflect negative energy from the owner. The bottle usually also has knives or scissors resting atop, to cut or stab an enemy. Bottles contain strong liquor, herbs and bone remnants. The wanga is used by the Bokor when they want to control the spirit trapped in the bottle. Destroying the bottle is said to break the Bokor's control over the zombie.

HAUNTINGS

Most people believe in the existence of spirits and ghosts and superstitions of various kinds, usually connected to belief in the supernatural. It could be a belief that certain actions bring luck, that one can protect oneself from bad luck and unfair incidents by having a charm or daily ritual (such as a rabbit's foot, or hanging a horseshoe above the door).

Ghosts are what the lost souls of the deceased are usually called; those who cannot find peace, perhaps because they died a violent death or because their murderer has never paid for their crimes. Ghosts are generally connected with a particular place that they cannot leave. Usually this is the place where they died, or somewhere that was especially meaningful to them while they were alive. Some ghosts are tied to a specific room, while others haunt mines or ruins, and some may be connected to an entire village. A ghost is not to be confused with sacred spirits, however, and they should not be trusted.

Ghosts can sometimes communicate with the living, but they are often unclear and behave irrationally and incomprehensibly to those who are alive. This usually depends on the fact that a ghost is confused and mentally trapped in the traumatic experience that caused their death. Some ghosts become angry and vengeful toward the living and may attempt to trick, lie to, mislead or harm people who get in their way. They usually cannot say directly what it is they want, but rather communicate via cryptic clues, gestures and scare tactics. It is possible to force a ghost to give true answers to important questions – such as their names, where they were from, and when and how they died – through the Miracles Exorcism and Séance. The information can then be used to send the ghost to their final resting place.

The player characters rarely come into contact with ghosts. They are most effective as rumors and a good way to heighten a mysterious atmosphere, where the ghost manifests itself as an uncomfortable presence. Introduce ghosts in a way that makes characters uncertain whether they exist or not. Perhaps they glimpse a flash of something in a mirror, hear an unexplained noise, or follow someone who seems to be carrying a light in the darkness but then disappears without a trace.

A Medium can communicate with ghosts, even though it can be difficult. Perhaps the ghost does not want to talk or maybe the traumatic events affecting the ghost have made it confused or trapped it in the panicked moment of its death. A ghost who takes over a medium may well try to harm the people around them, in order to get the player character to understand what happened to it. It is, however, worth noting that to achieve as frightening an atmosphere as possible, there is nothing as scary as allowing people's imaginations to paint the vivid details in their minds.

Guest Customer (Order #49645230)

BRÚJAS

Hexes and witchcraft are believed and feared by most Mexican people. Witches – *brújas*, if they are women, *brújos* if they are men – are something to be wary of. Sometimes it can be necessary to consult them though, in order to get protection from some other supernatural creature, or to break a curse someone has placed on them. In general, however, witches are dangerous beings in league with evil forces. Often, they enter into agreements with the devil himself to gain access to magical powers.

Native people are typically viewed as godless types who deal with all manner of evil witchery. Unlike witches, healers called *curanderos* (men) or *curanderas/médicas* (women) are those who use good magic and antidotes against witches' curses and diseases. *Curanderos* and *curanderas* are the Spanish equivalent to old *"wise men and women"*. Some healers are more specialized, such as *herbolarios* or *albolarios*, who practice the art of mixing herbs into medicines and antidotes to the supernatural.

Witches can do many different things. They can see into the future by placing a mirror at a crossroads at night. They can transform into animals, especially cats and owls, and they can even make animals obey their commands or, often as a punishment, make animals sick. They can call forth fireballs to light their way in the dark, or to defend themselves with. These fireballs can even be used to send messages to other witches. And first and foremost, witches can place curses on people, so they become ill, have misfortune, or perhaps harm their friends and relatives. A special type of curse is the one that changes the victim's eyesight and makes them fall in love with the witch, and obey all their commands.

There are several ways to recognize witches. No witch can tread on consecrated ground, so they cannot enter churches. Some witches even die if they enter sacred land. Witches hate holy things and can sometimes be subdued with religious symbols like crosses or prayer beads. A cross engraved into a broom that one hangs over a doorway can prevent a witch from entering a house – or from leaving one, if the witch is already inside. The most wretched witches can no longer eat regular food, but must sustain themselves on corpses.

Since many witches are afraid of being exposed, it is possible to sometimes get them to lift any curses by threatening to tell the priest. However, the witch may instead grow angry and place an even harsher curse, like turning their enemies into fruit or vegetables!

For placing curses, the witch often uses a doll that represents the cursed person. The doll does not have to look like the victim but must contain hair or nails from the victim. By harming the doll, this harm is transmitted to the person the doll represents.

THE HUNGRY GHOSTS

Many Chinese honor and respect the spirits of their ancestors, and ancestor spirits can help a family even after death. *Hungry Ghosts* are something quite different, though, and are much more malevolent. They have not found peace, but rather haunt the living for revenge. They have a ravenous apetite that cannot be sated, usually because they have needle-thin throats and huge stomachs that scream for food. Many also believe that they try to pull the living into their own hell, and that if you fall into the water, they can grab you and drag you down. Someone who becomes possessed by a hungry ghost will likely go insane.

What types of injustices do they want to avenge? The hungry ghosts may wish to punish their own families because their descendants do not honor them enough, or have not buried them correctly according to tradition. Others believe they are spirits who do not have enough living relatives to honor them properly. Often, stingy and greedy people are called hungry ghosts, people who, while they were alive would not put aside a bit of food for monks or the needy, but rather thought only of themselves. Last but not least, the hungry ghosts might be angry and confused, much like other ghosts, due to having met a violent end.

During the seventh month of the Chinese lunar calendar (which begins August 19th, 1876), the gates of hell are opened at night so the hungry ghosts can enter the world of the living. There, they can temporarily take on physical forms, and the most common of these includes snakes, moths, birds, foxes and tigers. Throughout the month, it is extra important to honor one's ancestors in various ways, such as setting a place for them at the dinner table. The subject of hungry ghosts is also avoided during this month, but instead refer to them as *good brothers and sisters* if they must be spoken of at all. No one should go out alone at night, and one should also avoid driving a wagon after the sun has set, as the risk of collisions is so much greater than usual.

The Festival of the Hungry Ghosts is the 15th day of the seventh month of the Chinese calendar, which is the 2nd of September 1876. That will be the time to leave an offering of food (mostly peaches and rise), incense and specially made joss paper banknotes, sometimes called *Hell money* or *ghost money*. At night, noisy spectacles to amuse the hungry ghosts are held. It is seen as inappropriate and sometimes dangerous to eat any food that was left for the ghosts, or to sit in the first row during the performance.

September 17, 1876 is the last day of the 7th month, and to celebrate, lotus-shaped lamps are placed in paper boats or on boards and floated out onto the water to lead the hungry ghosts back to hell. When the lamps have gone out, the hungry ghosts are back in hell, and people are once again a bit safer.

Guest Customer (Order #49645230)

CAMPAIGNS & ADVENTURES

Guest Customer (Order #49645230)

CAMPAIGNS AND ADVENTURES

"Help, please… thirsty. I'll give you gold, lots of gold! Just give me some water… and the donkey. I'll make you rich, please… water!"

The man lay on the ground, exhausted. He needed water alright, just like everyone who travelled along the Devil's Trail through the Valley of Thirst. Louise searched his clothes and found a nugget of gold, bigger than any she had ever seen!

"You can get a mouthful of water for that gold nugget. Or you could have the full water skin for your gold mine."

We hope that you have already gotten many ideas of how you want to play *Western* from this book. Here are a few tips and thoughts on how to get started on your journey, though, to add some more flavor.

START WITH THE CHARACTERS

Your starting point should always be your players' characters. When they created the persons they wanted to play, they gave you a bunch of interesting details which you can use. The Style of Play chosen dictates the pace you wish to use to tell your story and the difficulty level of the opposition. The characters' backgrounds have placed them firmly in the game setting and also indicate places where they will feel at ease, and which to avoid at any cost. The Life Paths of the characters have forced the players to make choices that have had dire consequences; use these! Perhaps they have accepted a bribe to look the other way or have gotten an Enemy while acting out justice. These events could have a great impact as they come into play in your game!

The huge amount of NPCs that were created during character creation can be used in many ways. Some could be the starting point of a whole campaign while others could serve as companions to the player characters, people that they care about and would do almost anything to protect.

Do not forget to use the characters' Talents and Obstacles. If possible, you should plan your sessions so that at least one of each will come into play for every player. They chose these to define their characters.

NPCs OF ALL KINDS

No matter how intense and elaborate the players may make the game just by interacting with each other, you will eventually need to introduce them to *Non Player Characters* (NPCs). This chapter will help you to quickly and easily create Non-Player Characters that feel personal and detailed, providing you with all the stats you might need in the process.

By using the templates for different Archetypes, you get a few stats that you can always refer to. The stats are based on the Campaign Style of Play so to customize it to a more experienced NPC for your Action Style of Play, just add 5 to all Skills including Weapon Skills. If you use the Realism Style of Play or just want the NPC to be less capable, you simply subtract 5 instead. You can choose a name from one of the name lists, randomly or by choice, and then you have everything you need for all the people the characters will meet during their adventures.

Important NPCs should have their own Talents and Obstacles, backstory, and personality. You can use the basic system to do this. In our adventures you always get a couple of illustrated NPCs with stats and a short background story. You can put even more effort into the main antagonists of the campaign, perhaps even create them on a character sheet of their own.

Non-Player Characters in *Western* always have their own agenda, they are never simply allies or enemies of the characters. This will keep the players on their toes and give you a more diverse and realistic game setting in which to place your adventures.

Guest Customer (Order #49645230)

THE STRUCTURE OF OUR ADVENTURES

You will find many published scenarios and campaigns for *Western.* They all have the same structure, since we want you as the Game Master to be able to find the information you need easier.

In the *introduction* you will find basic information such as where, and when the scenario is taking place, and if it includes any pre generated characters. Many scenarios were originally written for gaming conventions and have pre generated Player Characters (PCs). If you and your group are new to tabletop roleplaying games, these scenarios are a good place to start.

After that the *backstory* of the scenario is presented as well as the *agendas* of the most important characters involved in the story. *Western* puts a lot of focus on creating a dynamic and vibrant setting, including the NPCs. All the stories and intrigues we build have the premise that the world will continue, and people will keep pursuing their goals no matter what the PCs do. This means that many adventures have a *timetable* with scenes and events that will happen no matter what hooks or leads the players choose to pursue.

After the premise for the adventure come a few key *scenes* that the characters will probably experience during gameplay. Sometimes these are presented chronologically when certain events should occur in a certain order. Often the scene simply occurs when the characters arrive to that place or meet the NPC(s) of the scene. When characters arrive at a scene, you need to have the agenda of the NPCs in the back of your head. If the PCs have caused a scene in one part of town, rumors of this may spread and other events may follow as a direct result of the characters' actions. In much the same way, the order in which the characters seek out different places and NPCs will have an impact on the scene that follows. Their choices will have consequences for the story they play.

When the *events*, many of which have several possible outcomes, have been presented it is time to present the *locations*. There is some basic information about the locations in the events section, but this section includes maps and more complete descriptions of the places the characters may explore. We usually start with more general locations (a county, for instance) and then zoom in on a town, a block, a ranch or a house.

Next up are the *NPCs*. The most important ones come first and get most space. Others get an illustration and a column each. Lastly the extras get very short templates (like the ARCHETYPES in this chapter), or we will simply refer to these for stats.

At the end you get *handouts*; maps, character cards etc.

The advantage with this rather strict order is that you will always find the information you need quickly. You can also choose to only use one part of the adventure. If the overall intrigue does not suit you or your game, you may still find a use for the maps, handouts, individual NPCs or simply the illustrations.

Guest Customer (Order #49645230)

FOCUS ON THE PLAYER CHARACTERS

You are reading *Western Corebook II: The Law of the Land. Corebook I: Your Path* is all about creating and developing the Player Characters (PCs). We want to give the players a wide range of possibilities and opportunities with which they can create a complex character. This does mean that it takes a while to create a character when following the RAW (*Rules As Written*) but we think it is worth it because the characters become more interesting and inspiring to play. All this information will be useful not only for the players. It also gives the Game Master many tools with which to create an exciting and personal adventure and you can tailor even published adventures so that Non-Player Characters from the players' backstories fit into them as well. This will increase their emotional involvement and immersion in the game.

If you want to speed up character creation to leap straight into game mode, you can let them start with the stats from a Role only, use a pre generated character or NPC (you can find some on our web: askfageln.se), or even just an Archetype from this chapter. They can add more details later, during downtime.

STYLES OF PLAY

When playing *Western* you choose from three Styles of Play. This determines how many points the players get for character creation and what kind of world they live in, what the setting will be like.

Realism is unforgiving and tough. A thorn from the Mesquite cactus is not to be trifled with; in some cases amputation of the whole arm is needed. Death is seldom the result of a grand adventure. It can rather happen from unfortunate random events such as drunkenly falling off your horse and get kicked in the head.

Campaign is less brutal and allows the characters to be more skilled than people around them, an advantage that only increases as they get Experience Points. This choice means that you intend to play more than a single adventure, where the characters can evolve and get more experienced as time goes by.

Action is best suited for epic stories – save the president from an assassin, crush the local KKK, or help a Native American tribe get a peace treaty that will last. The characters are almost like superheroes and can accomplish a lot more than ordinary people.

CHANGING HORSES AFTER THE APOCALYPSE

The Style of Play you choose when you start gives an indication of what kind of game and adventures you want to play. If the campaign goes on for a long while with the same characters, your preferences may change. If so do not hesitate to discuss with your players if you should change your Style of Play.

A MAN WITH NO NAME?

A player may choose to play a mystical stranger, someone who never talks about themselves or their background. Even if they never mention a family or friends, they still have them, at least in their background. Maybe their loved ones are no longer alive. The character might have cut all ties to their family and their old life. It could be that after losing someone close to them, the character is now seeking revenge. The people of the character's past are part of their story and should affect the way they view the world. The events of one's history and the choices one has made deeply affect what kind of person one becomes.

Through the Life Paths of each character's family you should get at least one adventure hook to spin into an adventure. Why was Uncle Albert lynched? Who shoot uncle Bob?What happened to the father who disappeared during the Gold Rush? Will they rob the bank that took their farm and ruined the family of one of the characters? Why did Ling have to escape the Tong – and where could he be hiding from their feared hatchet men?

CUSTOMIZE THE ADVENTURES TO FIT YOUR GROUP

All the relatives of the characters are a goldmine for you as a Game Master. If you choose to play a published scenario, we recommend that you go through the NPCs to see if any of them could be connected to the characters. Perhaps one of the bandits is a long-lost uncle, or maybe the kidnapped young girl is a cousin – or a sister even. Maybe the farmer who was killed while some cattle barons were driving off some settlers was the father of one of the characters.

Do not hesitate to customize the adventures to get your players to get more involved in the story. It becomes even more interesting if you can mix in relatives of several characters on different sides of the conflict that they will sooner or later get drawn into. Then their loyalties will be put to the test and they will search even harder for an unconventional solution.

THE LOST RELATIVE

If the player rolled up that a relative has gone missing that only means that the character has no idea of the whereabouts of that person. You as the Game Master may freely use this person in whichever way you think will fit the story best. Feel free to add any crazy and intriguing story you want which you can use to pull the characters into an adventure.

In much the same way, there is nothing that says relatives has stayed where the character last saw them. Have them appear wherever you need them to be to create a good story.

Guest Customer (Order #49645230)

WHAT TO DO WITH ALL THE PEOPLE

Not only do the characters have a lot of relatives, they have probably also generated some Non-Player Characters from rolling their own LIFE PATHS. Here are some thoughts on how to work these into the story.

MENTORS

The character has someone that he or she trusts and respects. This person has taught the character something important. It is a strong relationship, not unlike a relationship with a parent, where the character wants to make the *Mentor* proud. He or she can use the MENTOR in all kinds of ways, for example by spending an OBSTACLE POINT in order to open up new possibilities to move forward or to get information the group desperately needs. It is also good if it is a person who can act as the character's teacher (in order to raise EDUCATION in a SKILL faster than normal).

You, as the Game Master, can use the MENTOR to give the group assignments or missions or by letting something bad happen to him or her which creates an emotional reason to get involved. This could include clearing the name of the Mentor, a prison break, or even avenging his or her death.

FRIENDS

When the posse is on your trail or the ground starts to shake under your feet, it is always good to have someone to turn to, someone to trust. If the character has a *Friend*, then that is a person who will be willing to lend some money or a horse, even to offer a safe house. But there is one condition. Characters have to be a good friend themselves in order to keep the FRIEND; the relationship goes both ways. So, a FRIEND in need of help will expect the character to come riding to the rescue. This makes them very useful to kick off a new adventure.

Naturally the characters can get new FRIENDS along the way. One sure way of getting a new FRIEND is to help someone who is in a bad place. Stay and help the settler whose wagon is stuck in a snow storm. Welcome someone who everyone else in town looks down upon. Stop a lynch mob, by force if need be, from getting hold of a prisoner. It is not necessary for players to resort to violence to get new FRIENDS, or doing something as dramatic as saving someone's life, but the help they give has to make a great difference in someone's life. They must often risk something to succeed (getting involved in a conflict, draw contempt, loose something valuable, etc.). It may start with the characters getting along well with a Non-Player Character, spending time together between adventures. It is not until the friendship has been tested by something dire that such a Non-Player Character becomes a FRIEND.

ENEMIES

If a character has an ENEMY, then that is a person who will stop at nothing trying to slander, hurt, or even kill the character. Still, most ENEMIES plan their revenge carefully and meticulously. There is no need to create new obstacles sent by the ENEMY each session; you will end up just playing *Roadrunner vs Coyote*.

The perfect way to use an ENEMY is rather to let them scheme in the background, perhaps hidden from the players until the last minute. This could be one of the ENEMIES from the backstory of one of the characters or an ENEMY that the group has gotten during gameplay. The characters might notice that someone is spreading lies about them, or the group will constantly be ambushed by unknown villains. You can let several of these types of events occur without revealing who is behind it to give the players a feeling of being chased. Do not be afraid to let this go on for a while and make them work hard to puzzle together who the antagonist who is counteracting them is.

ENEMIES should use strategies that fit their resources. A rich and powerful person could hire bounty hunters and gunmen or use their influence to make the characters lose contracts and jobs they thought were in the bag. If the ENEMY is a poor farmer, they might not be so hard to find but the characters might still end up facing a whole family or even a clan and having ruffians challenging them in every saloon they visit. This might prove a very challenging task too.

The characters will get new ENEMIES as the game progresses. When they are involved with someone's death, there will be people mourning that person and anger may stir. Whether this hate leads to plans of retaliation or not is up to you as the Game Master. There are, of course, less brutal ways of getting enemies as well. Someone the characters tricked during a business deal, someone who was belittled or scorned during their encounter with the characters, or even someone who desires the spouse or fame of one of the characters may have their bitterness growing into hatred.

This enmity does not necessarily last forever. If the characters put some effort into it, they might be able to calm things down. Forgiveness is a big step for an ENEMY to take; do not let the players succeed in this too easily. Some ENEMIES are so full of hatred that the characters will find it impossible to come so close as to try a more diplomatic way of resolving their differences.

There are ENEMIES who are not trying to thwart the characters (thus granting OBSTACLE TOKENS). Instead they are people the player characters hate or dislike, which adds to the narrative in another way.

Guest Customer (Order #49645230)

CONTACTS

There are many different kinds of Non-Player Characters in a game of *Western*, but what differentiates the *Contacts* gotten from the character's LIFE PATH is that they will be available for the character if they are paid for their services. As long as the character has not done anything unforgiving like framing the CONTACT for a crime or harmed him or her in any way, help will come in exchange for an OBSTACLE TOKEN and often some cash. The amount of cash is up to you as the Game Master to decide if it is needed or not. Sometimes owing a favor back will do just as well.

Narratively speaking a CONTACT is different from a FRIEND in that he or she can be bought; there is no loyalty involved. It is rather a matter of transactions. During the course of a campaign a CONTACT can turn into a FRIEND through roleplaying. But you as the Game Master can also use the CONTACT in more nefarious ways – a person who can be bought might take offers from others as well. If the characters become wanted then perhaps the CONTACT will choose to earn some easy cash by turning them in?

SIDEKICKS

This is someone who stays close to one of the characters. If the person came from the character's LIFE PATH rolls it could be someone who wants a mentor or just some company whilst traveling the wilderness. If it is someone who has met the party during play it could be soldiers of the same company, cowboys from the ranch they are at, a butler for the tenderfoot in the party, etc. They are persons who share the everyday life of the character. These relationships can evolve into friendship but will not necessarily do so.

As the Game Master, *Sidekicks* are people that are handy to use in many ways. If the players have split the party, you can even let some of them take on the role of a SIDEKICK for a few scenes. This will help those players to feel that they are still involved in the game even though their character is not around. The SIDEKICK can play a bigger part than it was initially intended to if a player is playing him or her, especially if this happens more than once during the campaign.

SIDEKICKS are good to use as cannon fodder; they could get in trouble in order for you to make the players more emotionally involved in the mission than if they were helping a stranger.

Give SIDEKICKS distinct personalities, with TALENTS and OBSTACLES of their own and preferably their own agendas and secrets. Their interests need not always coincide with the characters. On the contrary, they could contest the affection of a character's love interest or compete against a character to become the deputy of a town. You could even let the SIDEKICK be a spy, such as a Pinkerton agent who has infiltrated the party on behalf of one of the character's ENEMIES.

ADMIRERS

The character has someone who worships them and can find no fault in them whatsoever. The *Admirer* always comes to the rescue or tries their best to lend aid, even if it means risking their life. The instinct to protect and help takes precedence over the fear of harm or ridicule.

Some characters, like a vain gunman or an actor, can easily be seduced by that much admiration and appreciation. Who knows, perhaps a mutual love will grow from their relationship and the ADMIRER even become the character's partner?

But a character who falls from a high pedestal may end up falling hard. If the character does not give the ADMIRER the attention and recognition it expects, prefers someone else's company, or even becomes enamored with someone else, jealousy and bitterness may get the upper hand. Worship turns into shame, disappointment and rage. The character's 'betrayal' makes the former ADMIRER'S warm feelings evolve into the opposite and the will to defend can be replaced by an obsession to uncover, deride, or even harm the character.

FOLLOWERS

The character is often involved in a great cause. It could be religion or politics; either way the support from others is vital. Preachers need more souls for their congregation, more people listening to their sermons. The Agitator wants a lot of people with enough passion for their cause to write articles, demonstrate, etc. When the players create their characters, they can get *Followers* through their LIFE PATH rolls. During gameplay more will rally to them and compete for the favor of the characters. This might lead to conflicts about who is the most zealous. Handling these conflicts without making either party disappointed could prove a hard task.

CHOICES HAVE CONSEQUENCES

Reconnect to choices made when rolling a character's LIFE PATH. The Secret Service agent that took a bribe can be expected to do so again or risk getting exposed. The Gambler who ruined an opponent may be chased by a young lad whose father killed himself because of that poker game. Events that occur during the game is easy to connect to events from a background story.

All these people strongly anchor the game world for the characters, but nothing will create better immersion than what you create together around the table. What happens during gameplay creates the strongest emotions and will matter the most for both the characters and the players. Use the sheets and templates from this book and the *Western* webpage. Encourage your players to write notes or *Chronicles* so that they will not forget important people or events.

Guest Customer (Order #49645230)

TIPS AND PREPARATIONS

STUDY THE INTRIGUES

Improvisation is an important part of roleplaying. An unexpected result from such a moment often turns out to be the most memorable. Remember that the best foundation of good improvisation is to be prepared. As the Game Master you should always read an adventure at least twice before playing. When writing your own adventure, put time and effort into building a good intrigue. Once you know the basics you will feel less need to sit with the book or your notes in front of you during the sessions. There is also less risk that you introduce things that might break the adventure.

PREPARE THE NON-PLAYER CHARACTER SHEETS

Is it likely that a scene during the next session will lead to a fight? Make sure you have the stats for your non-player characters at hand; through *Templates, Non-Player Character Sheets,* or *Character Cards*. Might there be a big battle between the posse and the bandits? Prepare the *Troop Forms* for the two sides in advance. Your play time goes faster as you have all the information at hand to begin with. You can also prepare possible Chases by having *Terrain Tiles* and the *Chase Forms* for non-playing characters available. When you are well prepared the game experience will be more intense and dramatic.

INVOLVE THE CHARACTERS

When you prepare a session, try to plan the scenes so that every character will get a chance to use a *Talent* or *Obstacle* during the session. But do not overdo it; everyone cannot get points for everything every time! Also try to tailor the intrigues so that they touch on the characters' background stories. Bring relatives, friends, and enemies into the story when it so fits. The characters carry the story – use that!

LET EVERY PLAYER BE INVOLVED

Some players steal more spotlight than others. They can drive the game in their own direction, making much of the story be about their character. To some extent this is natural, but at the same time it is partly your job as the Game Master to make sure that no player gets left out. One way of making sure this does not happen is to tie an adventure more closely to one of the characters whose player is not the most active.

By making a Marshal only trust a relative to lead the posse, or have an admiring cousin who tags along and who is constantly insisting on who the true hero of the party is, you can help to balance the group a bit. You can also take a more direct approach and ask your more silent players what their characters wants to do in the current situation.

BE UNPREDICTABLE

It is very easy to keep on going down the same well-trodden path. Try and challenge yourself by making each new adventure different from the ones you have played before. After an emotionally heavy scenario where the characters have lost someone dear to them, it might be good to plan something more light-hearted for the next session. If most scenarios are straight up action adventures, it could be fun to diversify with missions that need diplomacy or have a complicated intrigue now and again.

ROLL DICE JUST FOR THE SAKE OF IT

A lot of things that the characters attempt do not need dice rolls, but rather what makes sense in the narrative depending on the characters' backgrounds and stats. If the characters do not try anything dangerous or difficult, dice rolls may be few and far between. At the same time dice rolls tend to increase the tension of the game and heighten the players' focus. That is why it can be very good (and fun) to roll some dice behind the Game Master's screen or ask the players to roll for VIGILANCE. There does not even need to be anything to discover at this point, but most players will be more attentive after such a call.

ENCOURAGE INITIATIVE FROM THE PLAYERS

Good sessions need active players who feel that they are part of the story. Most players come with interesting theories or can suggest a solution you have not planned – or even contact a non-player character that you have not even created. Try not to dismiss their ideas right off the bat. Hearing *"No, you can't do that"* will often discourage a player from taking initiative in the future. Try to show appreciation. Even if it is a crazy idea you can say *"Yes, but…" and add some detail to make it better,* rather than just saying *"No"*.

SHARE IN THE STORYTELLING

Instead of playing all the non-player characters yourself you can sometimes choose to let a player play one. It can be anything from the grumpy old ferryman who does not want to be involved in their business at all, to handling an important ally when it comes to a fight. By letting the players take more responsibility for the people they surround themselves with, your story can evolve in ways that you had never thought of.

TAKE NOTES AND DEAL OUT POINTS

When the session is over it is time to give the characters a chance to evolve. Deal out points for EXPERIENCE, REPUTATION, FAITH, and OBSTACLES. Also update your notes with what has happened during the session.

Guest Customer (Order #49645230)

REALISM

If we were to describe what characterizes playing Realism in two words, those would be '*brutal*' and '*ignominious*'. The *brutal* represents the cruelty that people are willing to act with, but also the brutality of the world around you. Life is hard and unfair; death is inevitable and without deeper meaning. It just is, often as a result of something small and meaningless that simply happens. Yet another waterhole that is dried out during the characters' journey through the plains can mean the final nail in the coffin for someone. An arrow from a Native warrior is not only dangerous when it hits. It can be just as bad to get out of the injured leg without causing further damage. An epidemic can spread like wildfire through a mining community and no one should feel safe. You do not have to throw all these and other harsh obstacles at the players but try and put them through at least a few brutal and ignominious dangers and injuries.

Your players have probably chosen Realism because they want to handle these kinds of hardships. Combine it with small scale intrigues. Focus on the people closest to the characters – friends and family. The fight for survival of their own group is taking place in a society that, although many things are developing with incredible speed, basic medical health care is very rudimentary. After s few sessions, at least one person close to the group probably had to amputate a limb because it was the safest way to stop gangrene and thus survive.

The weather can be brutal. It is a power you should always account for when describing the scene. Is rain coming, or even a storm? Does the rain hit your face like nails or is a blazing sun forcing every sensible person to seek shade or shelter? Are the characters traveling through the dry air of mountains and deserts? Or does the high humidity of Mississippi make all their clothes drenching wet after just an hour? One game session could revolve around such a simple thing as traveling from one place to another, all while battling the unforgiving powers of nature..

If your players want to simulate real life in the old West, you really have to let them in on the preparations. If they want to start a brewery, you will have to come up with some interesting intrigues and conflicts that could arise from that. Perhaps another brewery takes up competition. Maybe someone is poisoning the water they use to brew their beer? Problems with delivering the kegs might arise due to the roads being too muddy for safe transport from last week's rain. Let the players research and tell you about how they handle their business, from brewing decisions to sales and distribution. Then some dice rolls can be used to see how well they succeed in their endeavors.

Many believe that being *realistic* means being *rational*. That is not true in the *Western* setting, quite the contrary. America in 1876 is a place where superstition and a strong belief in the supernatural have a firm grip over people's minds and souls. For instance, the many deaths of the Civil War has increased the belief in being able to contact dead loved ones on the other side. Far from everyone has met a clairvoyant or medium to achieve this, but many wish that they had. God may not rule everyday life in the mining camp, but to deny his existence would be very provocative.

To be proven a coward is attached with much stigma and few people would confess of being scared of anything at all. At the same time, horror stories are immensely popular. Some stories are about '*the frightening Native tribes*' that are said to torture good and honest people. Other stories tell of inbred cannibals who attack strangers travelling the road through an inaccessible mountain pass, or former slaves who ambush settlers and take all their food. It is always the poor, the outcasts, and those who are *"different"* that are made out to be the bad guys – in spite of the fact that these very groups of people are the victims of the violence that actually does occur rather than being the perpetrators. Fear can cause people to act more brutally than they otherwise would. This antagonism becomes even greater as the country's bad economy makes many even more desperate, as they do not know if their family will survive the next winter or not.

Some chose to forget about the struggle between good and evil. If you have chosen the Realism Style of Play it is all about different shades of grey. There are more antiheroes than genuinely good folk around. Most try their best, of course, but life is too full of toil and disasters. To care much about one's fellow man is a luxury few can afford. When choosing whether your family or your neighbor should have food for the day the choice is simple for most.

In Realism you may allow the tempo of the narrative to be slow, very slow even. Include scenes from the characters' everyday life and sometimes even go into great detail of their chores for the day; no need for grand adventures every day. Encourage in-game interactions between the characters. Amazing scenes can be created in such a simple thing as trying to avoid work for a whole day. Once the characters' everyday life is firmly established it is time to make something happen to bring on adventure. It could be why the stagecoach has not arrived yet. Can they investigate it? Or maybe something happens to change their daily routines, such as a new competitor, new communications, or new neighbors. How are they affected and how do they deal with the change?

Guest Customer (Order #49645230)

CAMPAIGN INTRODUCTIONS

WE MEET AGAIN

The characters have all lost someone that were dear to them, people so important that nothing matter more than reuniting with them. The cause of the separation could vary, but should not have been entirely voluntary. Here we will mostly discuss the situation for black people.

The impact of slavery as the cause of splitting many families was massive. Before the abolition of slavery, slave owners could sell their slaves to anyone they wanted. There were no rules to keep families intact since slaves were considered to be *property* and not really *people*. Slave owners often used this as a threat to calm slaves that were unruly and rebellious. '*Calm down or we will sell your children/husband/sister to a plantation far away where conditions are much harder than here*'. If a slave owner lost a lot of money, he could sell a whole family of slaves off, all to different buyers in order to increase profit. Some slaves left their families to escape slavery, to safety in the north. No matter why the families were separated, in 1876 a lot of black people are looking for their loved ones.

The campaign could then be a journey across America, from the farms and plantations of the South to the big cities of the North or to mining towns in the West. All places come with their own challenges and dangers. Every town could have its own problem and its own conflicts that the characters can get drawn into. You could spend a lot of time just travelling between different plantations in the South. The racists are, however, never far away no matter where you go.

The tracks could lead the characters to people who worked on the *Underground Railroad*, helping slaves flee north, who now need the characters' help against hostile neighbors who have found out what they did. Black communities often face troubles others do not, such as neighboring towns trying to fool them in business. Sometimes it is even as bad as a brutal attack by night riders to try and scare them off the land.

In the North the characters can meet black people who left Five Points, New York, after the draft riots to move further north up to the countryside of Harlem. The fear of lynch mobs and violence is still a part of their lives after that terror.

Slavery is illegal in the United States since the Civil War ended. Still, there are rumors that slave hunters attack and abduct black people, then selling them to plantations in the Caribbean and in South America.

Let the characters explore the continent in their search. In the end, let them find at least some of their lost relatives. Sometimes it might just be a grave to leave flowers on. Rolling a family tree during character creation is a great resource for this kind of campaign.

RAILROAD TOWARDS THE FUTURE

The characters are directly involved with building the railroads. They can have different jobs, anything from navvies to guards, foremen, or even a chef. Some may not work or the railroad themselves, but are still a part of the Hell on Wheels following in its track. The red light district tent camps provide pleasures of all kinds for the workers. Often the railroad company wants to tear down these rowdy tent camp but many navvies have friends and relatives there.

Let the characters' wages from the company differ from time to time depending on how fast the railroad progresses. Troubles such as storms, epidemics, and raids from Native warriors will then become not just something to endure but something that will have to be solved or they will not get paid. Being out of money could lead to a lot of trouble for everyone involved.

This campaign is literally railroaded, as everything focuses on getting the railroad, and thus the characters, from A to B. It is hard and often dangerous work with no lack of potential troubles on their way.

The weather can be pleasant, sunny with a hint of a breeze. But it can also be a nuisance. For instance in the desert, the sun may be scorching and dust gets in everywhere, even in your throat. During a drought, just the search for fresh water is an adventure. Rain and mud are not much better. Then the work is heavier and the risk of accidents increases. The bosses will not stop work completely unless there is a storm. However, in winter months it is impossible to continue.

Terrain is also a factor; the rails must be laid in a way that provides the company with as much profit as possible and the least amount of trouble. Mountain ranges and rivers can be obstacles to overcome. Never let this be done easily. Add suspense and hardships to make it more interesting. For example, creating a tunnel through a mountain is a nail biter. Will the explosion cause a collapse and bury people, including characters, alive? Can they build a bridge while trying to cope with attacks from Native warriors?

Conflicts over land ownership can become a big part of this campaign. Not everyone is keen on selling their land, not for the low prices that the railroad companies often offer. How far will the characters and the company go to get that piece of land? Can a compromise be made, or will things turn to violence? The competition over which towns will get the coveted railroad to pass through their town can also lead to a lot of intrigues and interesting situations. The winner gets a huge boost in population and businesses, taking a leap toward future riches. A town that gets bypassed will often be more or less abandoned in favor of the town that got the railroad contract.

Guest Customer (Order #49645230)

CAMPAIGN

If you plan on spending a lot of time in the American West CAMPAIGN is the STYLE OF PLAY for you. It is designed so that you can create a long story arch together with your players, featuring many sidetracks along the way. As far as the narrative goes this means that you should try and vary your sessions as the story progresses. Some sessions could be stand-alone adventures from your main campaign plot, while others mainly focus on the characters' road towards resolving that main plot. One adventure could be about the characters losing their mounts and trying to find the horse thieves, a simple straightforward thing at first glance. But a few sessions later they can find a list of names that the horse thieves had – a list with the characters' names on it. Then what at first seemed to be a spur of the moment thing by the thieves turned out to be a sinister plan. But by who? And why?

No matter how much you enjoy a campaign with a big boss antagonist pulling all the strings you should not let the plot go on for ever just to keep that favorite Non-Player Character of yours around. It is often better to let the campaign run its course and then, if you are going to continue playing with the same cast of characters, rather start anew from the changed circumstances that were the result of the previous campaign's resolution.

Think of your campaign as a TV-series; *Deadwood* is an excellent example. During the first season the characters all gather in one town and the intrigues are very small scale between different factions. In the second season the ante goes up as the rest of the world takes an interest in what is happening in this mining camp. The conflicts and intrigues now concern the political situation in the whole Dakota Territory and greedy capitalists try to take over the mines to make big bucks. The center of attention and the ones driving the intrigues forward are still the regular folk of Deadwood, but many of them act as agents for larger interests.

In the third season this conflict rises to even higher levels and there is a rivalry between those that founded the town and newcomers trying to take over. These new circumstances force new alliances to be made. This progression of increased scale is something we recommend.

Another advantage of a long campaign is that you as the Game Master can choose to give your players more space, and chances to shine. It is hard sometimes to give every player enough time every session, especially if there are many players in the group. In a longer campaign you can rather give one or two characters extra attention during a few sessions, and then do the same for other characters during the following sessions. In this way you can tie the campaign more closely to the background, family and goals of every character. You can even build entire adventures around one of the characters, but always try and balance this equally over time. You cannot always let the loudest and most forward players get most of your attention. Sometimes such a player will want to go off on their own on a side mission. In that case it is often better to let that player get a solo session rather than have the whole group wait for hours while you do it during a common session.

When you are playing a short scenario it is often best to let the world be a static place and spend little to no focus on character development. During a longer campaign, though, it becomes more important to show how the world is changing and to let the characters develop over time. There is for example a big difference if Geronimo and his band are staying at the reservation or if they are on the war path raiding near the ranch where the characters are staying. The election of a new County Sheriff can have consequences. Characters who used to have the law on their side may suddenly face a situation where one of their enemies has taken over as lawman. If the characters are the only horse breeders in the area it will be a lot easier for them to sell steeds to the army than if two other breeders appear as competition.

The personal life of the characters could also change over time. During a campaign their view on family may change a lot. They can go from being adventurous lone wolves to eventually wanting to start a family, or the other way around. They can lose their family in a tragedy such as during a bandit raid, an epidemic, a prairie fire, etc. Or maybe they do not want to be held back by anything else in their quest for adventure. They could also fall in love with someone new.

Whichever way you play the game, no matter what the characters do. When playing *Western* every action has consequences. If the characters chased down and lynched a gang of horse thieves, their REPUTATION will be increased. Their action willalso lead to further conflicts down the road. It could be due to an uncle of one of the thieves turning out to be a reputed gunman. Or maybe a sister to one of the lynched men is a reporter for one of the country's biggest newspapers. She begins to write and spread articles about the characters as brutal murderers without conscience. If the characters spare the lives of the thieves and turn them in to the law, they might instead be suggested as lawmen themselves in the future. On the other hand, if one thief escapes and kills someone or steal other peoples' horses, the characters can be held to blame for his deeds.

Guest Customer (Order #49645230)

CAMPAIGN INTRODUCTIONS

THERE IS NO PLACE LIKE HOME

Using a town as the center point of a campaign has many advantages. For instance, it can be easier to identify the different phases of the campaign as the town changes, thus leading to new conditions to which the characters need to adjust. Here you find some suggestions of such phases.

The first phase is when the characters come to town and start to establish themselves there. They get to know the people and the terrain surrounding the town, as well as getting a grasp of people and places in the vicinity. The deeper they establish themselves in town and the more people they involve themselves with, the better for the campaign. You would be wise to pick a town that is in an area that is about to go through a lot of changes and development soon. One such example could be Buffalo Gap, Texas – this town is featured in the scenario *'The Last Raid'* in this book. This phase could easily span over several adventures.

If the group leaves the town for more than a few weeks, you should have something change about it when they return. If new people have arrived since their departure and established themselves, you can introduce new buildings. Maybe an epidemic is raging, or there is a new Marshall in town, or something completely different. The important thing is that the town is constantly in change. That way even following everyday events might become interesting and fun.

Let the characters be a part of solving local problems, like how to find a new doctor for the town. The previous one could have been shot by an angry prospector who thought the doc was trying to steal all his gold. Let the characters form deep relationships with the locals; there should be an emotional string. This phase could have the climactic finish of something private but of huge impact to their personal life, like a wedding, baptism, or a funeral.

In the next phase the problems stack up. What was previously only a short scenario against bandits now turns into a full scale war between the bandits and the Texas Rangers where the collateral damage to innocent bystanders can be significant. How will the characters and the town react? Other new power factions could be a religious sect. They originally came here to seek refuge but now they demand that everyone adapt to their way of life. Or why not let the Confederate Major who buys a lot of land to increase his ranch and hires a lot of veterans from the Civil War create all kinds of seeds for new conflicts? When the time comes to elect a new mayor there are a lot of folk who want to throw their hat in the ring, seeking to increase their own power. Which side will the characters ally with? Or will they try to be elected?

SOUTHERN PROBLEM SOLVERS

After the Civil War the Pinkerton Detective Agency has become a power to be reckoned with in many parts of the country, but mainly in the North and the West. Folks from the South, even those who have moved west, often despise this former spy organization of the Union and would never hire them. This goes even if they advocate private crime fighters and investigators as a concept and solution to real problems with crime. In combination with their general dislike of everything that comes out of Washington, this creates an interesting vacuum where characters who are adventurous and enterprising could find a huge customer base for their own private investigator services.

Even though many potential clients will be from the South the characters does not need to be Southerners too. Still, having someone affiliated with the South to front the business can be a good idea. Neither do the characters need to be followers of the *Lost Cause movement*, with its false history writing about how much better everything was in the Old South in the days of slavery, nor do the characters need to be racists themselves. Still, a fair amount of need for redemption will get them far, at least in the beginning while they build their business. After a while, as the campaign progresses, you can make the choices they need to make harder and harder. Put their sense of morals to the test. How strictly will they follow the law? Do they work primarily out of the kindness of their hearts, or are they in it only for the cash? How will that affect which jobs they take? When does a job like finding someone and bringing them back mean crossing a moral red line?

Start with small scale intrigues like finding a lost horse or helping a woman find out if her husband is faithful. Things that do not seem so appealing at first but could lead to the characters witnessing something they did not expect which will lead on to bigger, more intricate intrigues over time. Give them the evidence to reveal that the mayor is corrupt. Still, if they expose him they will get many powerful enemies. Would they rather take a bribe and stay silent? No matter which choice they make, there will be dire consequences in the next phase and even harder choices will have to be made.

Let the characters change during the course of the campaign, personally and professionally. They start out unknown, but that will change over time and after facing many moral dilemmas. At the end they will be among the most famous people in the territory. The somewhat naive characters that started the campaign should go through enough hard times to leave them seasoned and cynical when the story ends.

Guest Customer (Order #49645230)

ACTION

The Action Style of Play is all about the grandiose and the colorful. The narrative tempo is fast and action packed; it is guns blazing and lethal situations almost all of the time. If you play Action your players will expect at least one gun fight every session. The tone and general feeling leaves plenty of room to include a lot of humor, even some absurd stuff. Throw in clichés and exaggerations, since most things will work as long as the tempo does not become too slow.

The characters are right from the beginning at a very high level of expertise. They can succeed at things that regular people would find impossible to do. Even extremely challenging things become possible for them. It is a Style of Play to let the characters shine and succeed. The weather can cause minor disturbances like forcing them to take a detour or rest for a few days as a storm passes, but they should never have to fear the weather, even if it is quite extreme. When they shoot from horseback, while jumping behind a bar to seek cover, or while running on top of a moving train they can still be marksmen, nailing every shot where they wanted. The characters stand out in a crowd; people notice them and they often cause a stir. Newspapers write about them and most of them will be admired by many people. They can often have a great career or proficiency even apart from handling guns.

Morally this is probably the Style of Play that will give you the clearest contrasts when it comes to good and evil, right and wrong. The heroes could all have white hats while the bad guys are easily recognized by their black stetsons and engraved revolvers.

In smaller groups of players of only two or three (or even if you play with just one player), the references to the classic western movies might become even clearer. The lone hero concept works very well in this Style of Play. They meet regular folk who work hard and struggle to get by but are in trouble and in need of a hero. Often the bad guy in such scenarios is someone with both wealth and power. He will not hesitate to use violence in order to get what he wants. Of course, the antagonist has many ruffians that protect his power, influence and wealth. Why not have all these dress alike (black hat and white coat, a red ribbon tied around their boots, black suits, or something like that)? They are always heartless and cruel, totally uncompromising and unwilling to negotiate. To defeat them one must almost always fight them; violence is the only language they understand. The characters often have to travel on when the problem is solved. Only by sacrificing themselves are they able to overcome the bad guys and prevail. This saves the common folk they set out to help, but only at the price of losing a bit of their innocence, the good life they may yearn for. They do not get to settle down and farm, breed horses, or go prospecting. Their chance of becoming a part of the society they saved is gone, and it is time to ride out towards the sunset once again.

In the Campaign Style of Play, it is important to weave every character into the collective main campaign, the story should be everyone's. In Action you could actually do the exact opposite. Supposedly every character here is a spectacular person and therefore each one of them can have its own epic story. They can help each other out, though, in order for them all to reach their respective goals. Let them take turns being the hero in focus.

If you want to be a bit more ambitious you can let every player play a short background story session one on one with you. In these, you play out a few scenes from the characters' Life Path Events before you start the joint campaign. Since you, the Game Master, have all the information about all the characters' background stories you can even try to incorporate some stuff from other characters into these solo sessions to give everyone a short glimpse of insight into the other characters (they may witness a lynching of somebody's relative, or a bank robbery where they later may recognize a robber). These glimpses can create interesting scenes later on, when the players suddenly realize that they both know something about an event, but from different point of views.

If you are trying to weave together different parallel campaign goals then it would be best if you alternate between these. Even if one character is more in focus for a few sessions, try and not lose the other ones completely. Let all characters move towards their own story arc conclusion. Weaving stories together makes it possible for you to let a non-player character that plays a small part in one character's story be a very important person in another one's. That way the clue that was given to the first character will not only lead to the solution of one of their minor problems, but can also be a game changer for the second character.

If you let your players play the Action you should absolutely let them get involved with big and decisive intrigues. There is no 'correct' and 'incorrect' development of history in the game. Let the characters shape (and change) the history as they experience it without breaking 'the real' history. If they are involved with the Native tribes you can let them broker peace on the plains or help a tribe find sanctuary in Canada. Let them be friends with powerful people and even save them from unkind destiny. They can be hired to steal blueprints from Edison, serve as bodyguards for a president, or ride together with Wyatt Earp and Doc Holliday.

Guest Customer (Order #49645230)

CAMPAIGN INTRODUCTIONS

A MATTER OF NATIONAL SECURITY

It is time to let big politics make its entrance in a campaign where national security is at stake in almost every scenario. The characters can have a Secret Service agent or two, people they work with or friends that always tag along. One main threat may be looming in the shadows during the entire campaign. If so, let the players all have different threads leading them towards this enemy. They still share the common goal of solving the situation and brining the perpetrators to justice.

The origin of such a story could be that too many deliveries of firearms to army pickets out west have been ambushed. There are so many similarities between the attacks that a Secret Service squad is sent to investigate the matter. Some characters can be agents, while some could be soldiers posted at a fort that had weapons stolen. The army wants to include a few of their own men. Others could be gunslingers, Pinkerton agents, or even bounty hunters. Some may even have unclear motives. A commanding officer at one fort could hire a gunslinger to help out with the investigation, or is his man there to stop the criminals from talking if they get caught? Add a reporter who has been able to see the similarities and wishes to follow up on the story or an eyewitness to an ambush. The witness might not be a threatening person in any way, but the group needs him to identify the perpetrators. Your motley crew is thus assembled.

Let the clues lead the characters to different sites, where action packed adventures could take place that lead them forward. The more clues they get, the clearer it becomes that someone is outfitting an army, either to proclaim independence or to attack and take control over Washington. Let it be spectacular with the leading antagonists being eccentric figures with delusions of grandeur. There is no lack of bitter and resentful veterans for the enemy to recruit. The conspiracy runs high up in society and the final confrontation should be monumental. The characters should have a fair shot at succeeding if they worked out the clues and alerted the right people. Let them play an important part in the final showdown.

If you prefer a campaign built on short adventures you can use the same characters throughout a bunch of stand-alone scenarios with new villains in every plot. One scenario could be about counterfeiters trying to flood the market with false bills to collapse the economy. Your antagonists could be spies who stole the constitution, an inventor who is building a war machine to become invincible, racists trying to ethnically cleanse an area for themselves, or Mexican bandits trying to conquer a part of southern Texas.

VENGEANCE FOR THE RIGHTEOUS

This kind of idea fits best for a few characters with a similar background. It would work just as well if all characters have an epic story of their own to be unfolded during the campaign. This works especially well if you weave in elements of their overarching epic story through different adventures.

The Righteous is a Christian sect that went west after the Civil War. It is a religious congregation with strict maxims. They members were deeply disappointed in the politics of war and its aftermath. They left their old homes in search of a better future together. They packed their belongings and travelled by cart on a long and arduous road in search of a new home. After a long journey they eventually came to a secluded valley in New Mexico. There they found fertile land and clear water in beautiful surroundings. They had reached their dream destination and built *New Eden*. After a while they found gold in the mountains. God smiled upon them and the congregation prospered.

At least one player character was born and raised in New Eden, as a child of the Bishop. They have an idealized view on their childhood. The Bishop was the leader of the congregation. People trusted him in all matters great and small. He advocated a welcoming approach to newcomers willing to follow the doctrines and rules of the congregation. They even got to prosper from New Eden's wealth and good fortune.

Life is seldom simple, though. One of the other preachers wanted to be New Eden's leader and take control of the community's assets. He wanted to lay his hands on as much of the gold as possible. Gold Fever can strike even the pious and the godly. He had a criminal past before he came to New Eden. When he had gained a position of power he contacted some of his old henchmen. He told them about the gold that was theirs for the taking, as long as they also helped to get rid of the Bishop so he could seize power.

During the assault the characters saw the Bishop and many others get murdered on the streets. Under the new regime the congregation has formed *Angels of Vengeance*, gunmen who will protect the faithful and avenge any assaults on them or New Eden. The characters are chosen as Angels. The new leader wants to get them out of town, so he gives them the 'honorary assignment' to track down and kill the murderers and seek vengeance for New Eden. They must not rest or come back here until all the eight killers are dead.

The campaign will lead them from one perpetrator to another. The last outlaw is the boss hired by the new Bishop. He reveals that they acted on orders. The characters must go back to New Eden to seek the final revenge for those who died, including their father.

Guest Customer (Order #49645230)

SCENARIO GENERATOR

In the *Scenario Generator to Western* you will find a couple of concepts and results to work with. Your stories will be more interesting if you spend some time on how to best use and combine the results provided by the tables. Roll up the scenario an hour in advance, rather than when your players have already arrived.

On the next two spreads you can randomize a couple of categories. You can expand some of the results by using details from the *Social Background* chapter in *Your Path* or *Chases* or *NPCs* from this title. That way you can add more details to your results.

You begin with two *Reference Tables.* The first will let you decide the *Social Background* of the people showing up in the tables. The second will let you randomize in which *Terrain* the scenario takes place.

On many of the tables you will be able to choose if your scenario primarily will take place in an urban setting or in less populated areas such as the frontier.

RANDOMIZE YOUR SCENARIO

BEGINNING

How will the characters come into contact with the *Quest* that awaits them? Here you will also find a table of *Crimes*. This can either be used directly to define the *Quest* or be used as a reference later (for instance, to find out what a *Trial* is all about).

QUEST

Once you know how it all starts, it is time to proceed to the *Quest* at hand. *What* is it all about and who is the person that turns to the characters to get their aid? You will find some subcategories and tables as well, such as *Who* to escort or *What* they should find.

ANTAGONIST

Decide what resistance they will face. The *Antagonist* will do anything to thwart their success and make them fail their mission. All *Antagonists* get *Henchmen*, but only some of them are part of an *Organization*.

LOCATIONS

Randomly select at least three *Locations* that will be important for the scenario, as well as things that could happen while the characters are travelling between them. Neither the *Locations* nor the *Events* have to happen in the same order as your result.

EVENTS

Randomly select as many *Events* as *Locations*. These will happen apart from what the *Antagonist* does to thwart them. Some may become *Side Quests*; others are just *Red Herrings*. You will also be able to roll a *Conflict* and *Weather* for each *Location* and *Event*.

TURNING POINT

At some time during the scenario, usually as you approach the end, it is time to roll a *Turning Point* – something that proves not all is as easy and uncomplicated as it first seemed. The *Turning Point* is supposed to be a surprise for your players and their characters. It should be a factor they had not taken into account and force them to come up with new ideas or solutions.

PEOPLE

In *Western's Core Book I: Your Path,* you will find all of the *Social Backgrounds* presented on the *People table* below, and different occupations for each background. By using this section of the book, you will be able to add more details to the persons you roll up here (if you wish to, of course). If you have a better idea, you can always use that instead. You can even mix what you randomize and what you decide yourself.

PEOPLE

D100	PEOPLE
01-05	FARMER
06-10	SOLDIER
11-15	LABORER
16-25	DRIFTER
26-30	TOWNSPEOPLE
31-45	BUSINESS OWNER
46-55	OFFICER
56-70	POLITICIAN
71-85	LANDOWNER
86-00	INDUSTRIALIST

TERRAIN

Randomly select the kind of Terrain your scenario will take place in. You can find more mood-enhancing details to describe the surroundings by using the system for *Chases*. It can provide inspiration for how the surroundings, both on the countryside and within a town or city, change as the characters move through it.

TERRAIN

D100	TERRAIN
01-10	MOUNTAINS[1]
11-20	RIVER
21-35	PRAIRIE
36-50	FOREST
51-70	TOWN
71-90	CITY
91-95	SWAMP
96-00	DESERT

[1] 1-2=Hills, 3-4=Low Mountains, 5=Large Mountains, 6=Hidden Pass

Guest Customer (Order #49645230)

BEGINNING

A classic reason for characters to get involved is money, as they are hired to solve a situation for a total stranger. This table provides other reasons for the characters to get involved in the scenario at hand.

BEGINNING

D100	REASON TO GET INVOLVED	
01-05	FALSELY ACCUSED OF A CRIME	Exonerate
06-10	HIRED FOR A QUEST – IN SOMEBODY ELSE'S NAME	
11-20	THE LAST WISH OF A DYING PERSON[1]	See Footnote
21-30	WOUNDED PERSON BEG THEM TO HELP[1]	See Footnote
31-50	SOMEBODY RICH OR INFLUENTIAL HIRES THEM	
51-70	RELATIVE GETS THEM INVOLVED	Roll Relative
71-80	THEY ARE INDEBTED TO A FRIEND IN NEED OF HELP	
81-90	A CRIME GETS THEM INVOLVED	Roll Crime
91-95	BETTING[2]	
96-00	FRIEND/MENTOR ASKS FOR THEIR HELP	

[1] 1-2=Find, 3=Avenge, 4=Deliver, 5=Protect, 6=Return
[2] 1-2=Find, 3=Steal, 4=Return, 5-6=Race

CRIME

The characters witness a crime or arrive at a crime scene. A reward is set up for the resolution of the crime.

TYPE OF CRIME

D100	URBAN SETTING	FRONTIER	REWARD
01-05	SLAVETRADE	SLAVETRADE	$200
06-15	WEAPON SMUGGLING	ABDUCTION	$200
16-30	THEFT	DEATH[1]	$200
31-50	DEATH[1]	CATTLE RUSTLING	$200
51-70	ROBBERY[2]	ROBBERY[2]	$200
71-85	ABDUCTION	HORSE THEFT	$200
86-95	BOOZE SMUGGLING	BOOZE SMUGGLING	$200
96-00	HORSE THEFT	WEAPON SMUGGLING	$200

[1] 1=Revenge, 2-3=Greed, 4=Love, 5=Accident, 6=Self Defense
[2] 1=Train, 2=Bank, 3=Post Office, 4=Stagecoach, 5=Store, 6=Person

RELATIVE

Blood is thicker than water. When a relative asks for their help, it should be hard to turn them down.

RELATIVE

D100	RELATIVE'S SITUATION	
01-10	DISAPPEARED	Find
11-20	MURDERED	Find Killer
21-35	ACCUSED OF A CRIME[1]	Exonerate
36-50	IN NEED OF HELP	Roll Quest
51-65	ABDUCTED	Return
66-80	IN JAIL[2]	Exonerate/Jail Break
81-90	IN DEBT AND ON THE RUN	Protect
91-00	SICK, POSSIBLY FROM EPIDEMIC	Get Medicine

[1] 1-3=Guilty, 4-6=Innocent
[2] Will be released if the characters carry out a Quest or find the guilty.

QUEST

What should the characters do and *who* needs their help? If you rolled *Crime* at the *Beginning*, the *Employer* is a *Lawman*. A *Relative* may also fill this role. If you did not get these results previously, roll here.

QUEST

D100	MISSION	
01-05	EXPOSE PERSON/PROVE A CRIME[1]	Roll Person
06-15	FREE/LIBERATE	Roll Person
16-25	ESCORT	Roll Person
26-35	EXONERATE	Roll Person
36-50	FIND	Roll Person/Object
51-65	PROTECT/GUARD	Roll Object
66-75	STEAL	Roll Object
76-85	ABDUCT	Roll Person
86-95	RETURN	Roll Person/Object
96-00	EXPLORE (EXPEDITION)[2]	

[1] 1=Murder, 2-3=Corruption, 4-5=Theft, 6=Conman
[2] 1-2=Dinosaur, 3-4=Lost Civilization, 5-6=New railroad route

EMPLOYER

The setting – Urban or Frontier – will have an impact on who hires the characters/gets them involved.

EMPLOYER

D100	URBAN SETTING	FRONTIER
01-10	LAND SPECULATOR	NATIVE PERSON
11-20	RAILROAD TYCOON	RAILROAD TYCOON
21-35	LAWYER[1]	MINING COMPANY
36-50	INDUSTRIALIST	FREIGHT COMPANY
51-65	ORGANIZATION[2]	CATTLE BARON
66-80	EDITOR	SETTLERS OR TOWNSFOLK
81-90	POLITICIAN	SALOON KEEPER
91-00	SEE THE People-table	SEE THE People-table

[1] Works for another employer/somebody else.
[2] Roll for Organization, in the table below Antagoinist.

PERSON OR OBJECT

Find details on your *Quest* here. Who should be *Exposed* or *Freed*? Which object should be *Stolen*?

PERSON OR OBJECT

D100	PERSON	OBJECT
01-10	NATIVE PERSON	THOROUGHBRED HORSE
11-20	POLITICIAN	INVENTION
21-35	OUTLAW	DANGEROUS GOODS[1]
36-50	INDUSTRIALIST	BOOZE/LIQUOR
51-65	SON/DAUGHTER	VALUABLES[2]
66-80	WITNESS	GOLD TRANSPORT
81-90	CELEBRITY	MEDICINE
91-00	SALOON GIRLS	WEAPON

[1] 1=Nitroglycerine, 2-3=Dynamite, 4-5=Blackpowder, 6=Caged predators
[2] 1-2=Antiquity, 3-4=Art, 5=Stocks and bonds, 6=Banknote plate

Guest Customer (Order #49645230)

ANTAGONIST

The *Antagonist* will use all reasonable means to thwart the success of the characters. Who the *Antagonist* is depends on the main setting of the adventure, if it is manly an *Urban Setting* or out on the *Frontier*.

ANTAGONIST

D100	URBAN SETTING	FRONTIER
01-05	JUDGE	LAWMAN
06-10	OFFICER	OFFICER
11-20	LAWMAN	RAILROAD TYCOON
21-35	INDUSTRIALIST	CATTLE BARON
36-50	RAILROAD TYCOON	MINING COMPANY
51-65	OUTLAW[1]	NATIVE PEOPLE
66-80	ORGANIZATION	OUTLAW[2]
81-90	POLITICIAN	SMUGGLER
91-95	LAND SPECULATOR	ORGANIZATION
96-00	SEE PEOPLE-TABLE	SEE PEOPLE-TABLE

[1] 1-2=Assassin, 3=Counterfeiter, 4-5=Conman, 6=Bookmaker
[2] 1-3=Desperado, 4=Conman, 5=Deserter, 6=Cattle Rustler

HENCHMEN

These people help the *Antagonist* of loyalty or for money. Even the mighty may be bought if the price is right.

HENCHMEN

D100	URBAN SETTING	FRONTIER
01-10	CONSTABLES[1]	LAWMEN[1]
11-20	GUNSLINGER	GUNSLINGER
21-35	WAR VETERANS	WAR VETERANS
36-50	OUTLAWS	OUTLAWS
51-65	ORGANIZATION[2]	ORGANIZATION[2]
66-80	PINKERTON AGENTS[1]	PINKERTON AGENTS[1]
81-90	PUGILIST	BOUNTY HUNTER
91-00	SOLDIERS[1]	SOLDIERS[1]

[1] Corrupt. Loyal towards the person that pays them.
[2] Roll on the Organization table below.

ORGANIZATION

Both the *Antagonist* and the *Henchmen* can belong to some *Organization* or *Association* of some kind.

ORGANIZATION

D100	URBAN SETTING	FRONTIER
01-10	IRISH[1]	FREEMASON
11-20	THE TONG	CORPORATE RING[2]
21-35	FREEMASON	RIFLE CLUB
36-50	OUTLAW GANG	KKK/RACISTS
51-65	PINKERTON AGENTS	OUTLAW GANG
66-80	CORPORATE RING[2]	PINKERTON AGENTS
81-90	KKK/RACISTS	TEETOTALLERS
91-00	TEETOTALLERS	VIGILANTES

[1] 1-3=Fenian Brotherhood, 4-5=Clan na Gael, 6=Mollie Maguire
[2] Business cooperation where members willingly break laws to profit.

LOCATIONS

Randomly selct important *Locations* in the *Scenario*, It can be a place they will find a lead, get shot at in an ambush or find who or what they are searching for. We recommend that you use at least 3 *Locations*.

LOCATIONS

D100	URBAN SETTING	FRONTIER
01-05	COURT HOUSE	RIVERBOAT
06-10	ASYLUM	RESORT/SANATORIUM
11-20	PRISON	PRISON
21-30	GENTLEMEN'S CLUB	GHOST TOWN
31-50	HOUSE OF ILL REPUTE[1]	SMALL LOCATION See Table
51-70	BUSINESS[2]	CITY/TOWN
71-80	CHURCH/CHURCHYARD	FORT
81-90	SHERIFF/POLICE	CHURCHYARD
91-95	DOCTOR/HOSPITAL	MISSION/CHURCH
96-00	THEATRE	TRAIN

[1] 1-2=Brothel, 3=Dancehall, 4-5=Saloon, 6=Gambling Hall
[2] 1-2=Bank, 3=Undertaker, 4=Hotel, 5-6=Newspaper

SMALL LOCATIONS ON THE FRONTIER

This is a continuation from the *Locations Table* above; use this if you rolled *Small Location* there.

SMALL LOCATIONS ON THE FRONTIER

D100	LOCATION
01-10	SALOON/BROTHEL
11-20	NATIVE VILLAGE[1]
21-35	MINE[1]
36-50	FARM[1]
51-65	TRADING STATION
66-80	RANCH/PLANTATION[1]
81-90	STAGECOACH STATION
91-00	HELL ON WHEELS[2]

[1] The characters get 1=Shot at, 2-3=Run off, 4-6=Welcomed
[2] Red Light Camp that follows the navvies as they lay railroad track.

ON THE ROAD

There is always a lot going on around the characters, even when they are just travelling between *Locations*.

ON THE ROAD

D100	URBAN SETTING	FRONTIER
01-05	MOB	FIRE
06-15	TRAFFIC ACCIDENT	FLOODING
16-30	PICK-POCKETS ROB YOU	STAGECOACH
31-50	PICK-POCKETS RUNNING	ATTACKED BY...[1]
51-70	BRAWL	TRAVELLING COMPANION[2]
71-85	LAWMEN ON THE CHASE	POSSE
86-95	STREET VENDORS	CARAVAN
96-00	OPENING	PEACEFUL NATIVES

[1] 1-2=Native people, 3-5=Outlaws, 6=Predators
[2] 1-2=Theatre Company, 3-4=Quack, 5=Missionary, 6=Reporter

Guest Customer (Order #49645230)

EVENTS

Always roll at least 1 *Event* for every *Location*. Then roll a *Conflict* taking place in this setting, even though it might not involve the characters directly. Then find out what the *Weather* is when the *Event* takes place.

EVENTS

D100	URBAN SETTING	FRONTIER
01-05	FIRE	FIRE
06-10	PROBLEMS WITH THE LAW	LYNCHING
11-20	DEMONSTRATION[1]	SICKNESS[2]
21-35	SICKNESS[2]	FUNERAL
36-50	FIGHT/AMBUSH	FIGHT/AMBUSH
51-65	CRIME	OUTLAW/CRIME
66-80	FUNERAL	WANTED PERSON
81-90	WEDDING/PARTY	WEDDING/PARTY
91-95	AUCTION	AUCTION
96-00	ELECTION CAMPAIGN	MISSIONARY

[1] 1=Luddites, 2=Workers' Union, 3-4=Suffragettes, 5-6=Teetotallers
[2] 1=Smallpox, 2=Diphtheria, 3=Yellow Fever, 4-5=Cholera, 6=Typhoid

CONFLICTS

Conflicts affect people close to the characters whether they have any impact on the scenario or not.

CONFLICTS

D100	URBAN SETTING	FRONTIER
01-10	TRADE WAR	OUTLAWS/PROSPECTORS
11-20	CHURCH/BROTHEL	BLOOD FEUD[1]
21-35	COLLECTOR/INDEBTED	RAILROAD/SETTLERS
36-50	LAND FEUD	RANCHER/SETTLERS
51-65	NORTH/SOUTH	RACISM
66-80	TEETOTALLERS/SALOON	NORTH/SOUTH
81-90	RACISM	MINING CO./PROSPECTOR
91-00	RELIGION[2]	SOLDIERS/NATIVE PEOPLE

[1] 1-2=Word Feud, 3-4=Brawl, 5-6=Blood Feud
[2] Hate against 1-3=Catholics, 4-6=Mormons

WEATHER

The weather may affect how the characters and their opposition act. Let it vary during the scenario!

WEATHER

D100	WARM CLIMATE	COLD CLIMATE
01-05	FOG	FOG
06-15	DARK CLOUDS	MILD AND SLEETY
16-30	RAIN[1]	RAIN/SNOW[1]
31-50	HUMID	ICY
51-70	SUNNY AND WARM	SNOW-COVERED AND CLEAR
71-85	STORM[2]	HAIL
86-95	THUNDER AND LIGHTNING	STORM[2]
96-00	EXTREME HEAT	EXTREME COLD

[1] Precipitation 1-2=Light, 3-4=Medium, 5-6=Heavy
[2] 1-2=Gale, 3-4=Storm, 5=Severe storm, 6=Hurricane

TURNING POINT

When the scenario is drawing close to its end, it could be fun to introduce a *Turning Point*. Things might not be as easy and straightforward as they first seemed. Now the characters will have to be even more creative.

TURNING POINT

D100	TURNING POINT	
01-05	THE EMPLOYER BETRAYS THE CHARACTERS	
06-10	THE EMPLOYER HAS BEEN LYING TO THEM	
11-20	THE ANTAGONIST IS AN OLD ACQUAINTANCE	
21-30	A THIRD PARTY GETS INVOLVED	
31-45	OLD ACQUAINTANCES	SEE TABLE
46-70	THE ANTAGONIST HAS...	SEE TABLE
71-80	THE EMPLOYER IS THE ANTAGONIST	
81-90	THE QUEST IS ...[2]	
91-95	THE ANTAGONIST WORKS FOR SOMEONE ELSE	
96-00	AN UNHOLY ALLIANCE IS NECESSARY[1]	

[1] They must ally themselves with the ANTAGONIST against a new ENEMY.
[2] 1-3=A Red Herring, 4-6=A trap for the characters.

THE ANTAGONIST HAS...

A *Change* could be the *Antagonist* doing something the characters had not anticipated. How do they act then?

THE ANTAGONIST HAS...

D100	THE ANTAGONIST HAS...
01-10	BEEN ARRESTED
11-20	PLANTED RED HERRINGS
21-35	KILLED AN IMPORTANT PERSON IN THE SCENARIO
36-50	HIRED MORE (AND POSSIBLY NEW) HENCHMEN
51-65	ABDUCTED IMPORTANT PERSON IN THE SCENARIO
66-80	TAKEN HOSTAGE[1]
81-90	SPLINTERED INTO TWO GROUPS. THEY HAVE...[2]
91-00	HAD AN INTERNAL SHOWDOWN

[1] 1=Innocent, 2=Employer, 3=Relative, 4-5=Friend, 6=Love
[2] 1-3=Different goals, 5-6=The characters are their common enemy.

OLD ACQUAINTANCES

The characters run into someone they know. This person has a relationship to the *Antagonist* too.

OLD ACQUAINTANCE' RELATIONSHIP TO...

D100	...THE CHARACTERS	...THE ANTAGONIST
01-05	CHILDHOOD FRIEND	ENEMY
06-15	PREVIOUS LOVER	EMPLOYER[1]
16-30	RELATIVE	FRIEND
31-50	FORMER ENEMY	LOVE/MARRIED
51-70	OLD FRIEND	HENCHMEN
71-85	BROTHERS IN ARMS	ALLY
86-95	FRIEND OF THE FAMILY	RIVAL[2]
96-00	ACQUAINTANCE	EMPLOYEE

[1] The Antagonist works for the characters' old acquaintance.
[2] 1-3=In love, 4=In business, 5-6=Seeking same position of power.

Guest Customer (Order #49645230)

NPCs

Burt Fields felt exhausted. The stakes could not be higher. It was a matter of war or peace. Soldiers had been murdered and many army guns stolen, now being smuggled south in empty caskets of bourbon. The conspirators had death lists, eliminating one enemy after the other. The situation was dire.

The only help he had to thwart this conspiracy were a rag tag gang. Secret Service Agent Stephens was a compulsive gambler. Soldiers led by a sergeant constantly reminding the locals the South lost the war. A black driver prone to end up in fights who owned one of the finest Thoroughbreds in Kentucky. A young farmer's son keen on adventures, able to identify some killers. A gunslinger surrounded by death. A local snitch. Can this lot be trusted?

When you play the characters will arrive at a multitude of places where they meet non-player characters (NPCs). These are not as important to your game as the players' characters, and you do not need to prepare them as much. Some of them will merely be part of the setting, while others will become the main antagonists or allies to the player characters. They will take a leading role in the intrigue your players will try to entangle. Thus, they deserve some more consideration before you begin to play.

MAIN CHARACTERS

Most of the stories and intrigues you prepare for your players will have one or more persons at the center. If you are ambitious, prepare them just like the players prepare their characters with the *Western Core Book I – Your Path*. Create your characters from scratch. Use a *Character Sheet* or a *1-page Convention Character Sheet* to create and keep track of their stats. (Download the sheets from www.askfageln.se). Remember to select appropriate Talents and Obstacles as well, as it helps making them more complete as characters. Destiny Points should also be awarded, since your players will gain new Destiny Points for defeating characters that have them. Then you can play them as if they were the Game Master's own characters.

If you use these people as allies, you can also let the players handle them when their own characters are off exploring some other part of the setting. Then your players can be part of a scene and just as involved as they usually are, instead of just waiting and watching.

SUPPORTING CAST

These characters are recurring people when you play. They interact with your players and make the setting more vibrant, full of possible side quests and red herrings. This section provides short cuts to create them.

On the next spread you find tables to randomize *Motivators, Talents, Obstacles, Likes* and *Dislikes*, possible *Quirks* and *Characteristics* and what kind of *Clothes* they wear. A few rolls and you have a personality easy to play. You also get name generators for *British, Mexican, German, French* and *Chinese* names. Finally, there are 78 Archetypes. They consist of short descriptions with stats for different professions and personalities you may encounter in the setting. You find special *NPC sheets* at the end of this book.

In fights, they should be considered defeated but not dead once they get a Severe Wound (or worse).

You can allow your players to handle supporting cast acting as allies to the players' characters, such as a close friend, partner, butler, relative or whatever you deem appropriate. This could be permanent or when their own character is off somewhere and you want the player to be able to partake and not just wait.

EXTRAS

Extras are characters in the background; a posse or outlaw gang. People the players see but get no close personal interaction with. Use appropriate Archetypes when you need stats in a fight. Should any of them become more important over time, add more details later. Extras get defeated by a Major Wound.

Guest Customer (Order #49645230)

ARCHETYPES FOR CHARACTERS

To aid and speed up the creation of NPCs you can use the 78 Archetypes included here. They include everything from a Cattle Baron to a Bounty Hunter. Use them as they are, add a Skill or make any changes you want. In scenarios, we often refer to these Archetypes for stats. The stats included are:

REPUTATION, DESTINY POINTS & OBJECT TOKENS

Here you find the persons' Reputation and points and tokens they have available to improve their chances.

ATTRIBUTES

Every Archetype has standardized Attributes to show the base chances such a character typically has. You can change any stat you want to, however you please, to better suit your campaign or scenario.

COMBAT AND WEAPONS

Most NPCs may end up in combat. Fighting the characters can be their only role in a story, such as they ride with the posse or are part of a gang of Mexican Bandits. Any stats you may need are featured, ready to use as you make the first Cool under Fire Check.

SKILLS

Every Archetype comes with the Skills and Skill Levels they have. These are chosen to make them able to carry on with the chosen profession. You can easily personalize an NPC by giving them an additional Skill, which will set them apart from all the others.

REALISM AND ACTION

All Archetypes have simulated stats for people at the Campaign Style of Play. They have been around a while and gained necessary skills and experiences for their profession, without being extraordinary. .

If you want to vary their experience and skill, you can easily modify them the following ways:

REALISM AND/OR NEWBIES

A person at the beginning of their path or in a less forgiving setting will not be as skilled as a more experienced person on the same path. To simulate this, simply lower all the Stats featured by 5 steps each.

ACTION AND MORE SUCCESSFUL CHARACTERS

If you want an NPC to be cutting edge and one of the more established and successful in their field, you can add 5 to any stats featured. This can also be done for important NPCs such as the boss of the outlaw gang, the mayor of a county seat, and similar.

THE TABLES ON THE NEXT SPREAD

Use the tables on the next spread to get to know the NPCs. They are randomized, but you could just as easily pick and choose the results you prefer. This will make the character more vibrant, with motivators, some passionate likes and dislikes, some Talents, Obstacles, and even how they dress. You can roll more than once on each table, but do not have to use them at all. Their role is to make it easier for you to play the NPCs and use their personalities in game.

Guest Customer (Order #49645230)

MOTIVATIONS

What is the most important thing for this person? What does he or she want to achieve by their actions?

MOTIVATIONS

D100	MOTIVATION
01-02	Expose
03-04	Liberate
05-06	Fight
07-09	Fame
10-11	Protect
12-13	Prove
14-15	Freedom
16-18	Salvation
19-20	Complete
21-23	Redemption
24-25	Defend
26-27	Realize
28-29	Community
30-32	Hate
33-34	Honor
35-37	Revenge
38-39	Idealism
40-41	Ideology
42-43	Art
44-45	Control
46-48	Love
49-50	Way of life
51-52	Loyalty

D100	MOTIVATION
53-54	Power (gain position)
55-56	Missionize
57-58	Oppose
59-60	Music
61-62	Pleasure
63-64	Curiosity
65-67	Religion
68-69	Respect
70-72	Wealth
73-74	Save
75-76	Justice
77-79	Sex
80-81	Safety
82	Invent
83-84	Experiences
85-86	Restitution
87-88	Explore
89	Investigate
90-91	Challenge
92-93	Regain
94-95	Reciprocate
96-97	Reclaim
98-00	Glory

LIKES AND DISLIKES

You use the same table to see what the person likes and what that same person dislikes just as much.

LIKES/DISLIKES

D100	LIKES/DISLIKES
01-03	Books
04-05	Beans
06-08	Dance
09-10	Farmers
11-12	Birds
13-14	Colorful clothing
15-16	Pigs
17-18	Dogs
19-20	Horses
21	Cats
22	Clocks
23-25	Cool
26-27	Outlaws
28-30	Lawmen
31-32	Doctors
33-35	Music
36-38	Northerners
39-40	Patent medicine
41-42	Preacher
43-45	Gossip

D100	LIKES/DISLIKES
46-47	Soldiers
48-52	Games and Gambling
53-58	Liquor
59-60	Cities
61-63	Southerners
64-66	Sweets
67-68	Theatre
69-70	Newspapers
71-72	Tobacco
73-75	Chewing Tobacco
76-77	Silence
78-80	Trains
81-82	Drifters
83-85	Weapons
86-88	Water
89-90	Wilderness
91-93	Heat
94-95	Inventions
96-97	Thunder
98-00	Apple pie

TALENTS AND OBSTACLES[1]

Find Social Background for the character in the table below. Another table details the Cripple's condition.

TALENTS

D100	TALENTS
01-03	Animal Trainer
04-07	Artistic
08-10	Bloodhound
11-14	Born to Ride
15-16	Business Sense
17-19	Card Sharp
20-23	Charismatic
24-26	Demagogue
27-28	Detective
29-32	Dilettante
33-35	Diplomat
36-38	Eagle Eye
39-40	Fearless
41-43	Focused
44-45	Frontiersman
46-48	Green Thumb
49-53	Handy
54-56	Hard to Impress
57-58	Judge of Character
59-60	Leader
61-63	Liar
64-66	Lucky
67-69	Medicine Man
70	Mentor
71-72	Native Friends
73-75	Night Vision
76-78	Perfect Gentleman
79-80	Perfect Recall
81-84	Plain
85-87	Resistant
88-89	Seductive
90-92	Silvertongue
93-95	Slippery
96-97	Slugger
98-99	Spoiled
00	Totem

[1] See table below.

OBSTACLES

D100	OBSTACLES
01-03	Absent-Minded
04-05	Achilles' Heel
06-07	Addict
08-10	Animal Lover
11-13	Atheist
14-16	Bad Company
17-19	Bleeding Heart
20-22	Blunt
23-24	Bravado
25-27	Code of Honor
28	Compulsive Liar
29-32	Coward
33-37	Cripple[2]
38-39	Dandy
40-42	Delicate
43-44	Detested by Animals
45-48	Drunkard
49-51	Fanatic
52-53	Gullible
54-55	Homosexual
56-58	Honest
59-61	Hot-headed
62-63	Impressionable
64-65	Incorruptible
66-67	Loyal
68-69	Pedantic
70-72	Phobic
73	Pyromaniac
74-77	Reckless
78-79	Scapegoat
80-85	Slob
86-89	Superstitious
90-93	Unlucky
94-96	Vengeful
97-98	Wanted
99-00	Wastrel

[2] See table below.

BACKGROUND

D20	SOCIAL BACKGROUND
01-03	Farmer
04-05	Soldier
06-08	Laborer
09-11	Drifter
12-14	Townspeople
15-16	Business Owner
17	Officer
18	Politician
19	Landowner
20	Industrialist

CRIPPLE

D20	INJURY
01-02	Amputated leg
03-05	Blind
06-07	Burns
08-09	Deaf
10-12	One-armed
13-14	One-eyed
15-16	Tied to Wheelchair
17	Scalped
18	Syphilis
19-20	Tuberculosis

Guest Customer (Order #49645230)

CHARACTERISTICS

Does the character have any quirks or characteristics, making them easier to play and/or remember?

CHARACTERISTICS

D100	CHARACTERISTICS	D100	CHARACTERISTICS
01	Often taking notes	51	Always on time
02-03	Diligent	52	Restless
04	Arrogant	53-54	Rebellious
05	Cultivated	55	Sadist
06	Nail-biter	56-57	Enjoys singing
07-08	Cynical	58	Self-conceited
09	Philosophical	59	Self-righteous
10	Gourmet	60	Squints
11	Shifty Eyes	61-62	Full of fun
12-13	God-fearing	63	Glamorize
14-15	Greedy	64-65	Sloppy
16	Whining	66	Licks their mouth
17	Has a rabid dog	67	Writes diary
18-19	Accommodating	68-69	Boastful
20	Hypocrite	70-71	Stingy
21	Hypochondric	72-74	Plays instrument[1]
22	Reckless	75-76	Stutters
23	Loud and shrill voice	77-78	Creepy stare
24-25	Smelly	79	Always late
26-27	Fears Native people	80-81	Cusses incessantly
28	Grovels	82	Gregarious
29	Intolerant	83	Mutters constantly
30-31	Jovial	84-86	Talks about...[1]
32	Scratching self	87	Multi-lingual
33	Snapping fingers	88	Rests chin in hand
34-35	Lazy	89	Thundering voice
36	Mumbles	90	Dry cough
37-38	Teetotaller	91	Drums fingers
39-40	Erratic	92	Tight-lipped
41	Severe Toothache	93-94	Sharp tongue
42-43	Optimistic	95	Visionary
44	Incoherent	96	Whistles
45-46	Pessimistic	97	Violent
47	Procrastinating	98	Wild gestures
48	Proper	99	Humble
49-50	Psychopathic	00	Exaggerates

[1] See table below.

PLAYS INSTRUMENT

D20	INSTRUMENT
01-02	Banjo
03	Accordion
04-07	Fiddle
08	Flute
09-10	Guitar
11-13	Harmonica
14-15	Piano
16-17	Drum
18-19	Trumpet
20	Tuba

TALKS ABOUT

D20	TALKS ABOUT...
01-02	The good old days
03-04	Death
05-06	Native people
07-08	Literature & Theatre
09-10	Technology
11-12	Politics
13-14	Religion
15-16	Himself/Herself
17-18	Home/Homeland
19-20	Diseases & Epidemics

CLOTHING

The first column is intended for men, the other for women (color and pattern can be used for both).

COLOR & PATTERN

MAN	WOMAN	COLOR[1]
01	01-02	Blue
02-06	03-04	Brown
07	05-06	Yellow
08-11	07-08	Gray
12	09-10	Green
13	11-12	Red
14	13-14	Maroon
15	15	Sand
16-19	16-18	Black
20	19-20	White

[1] Pattern, roll D6: 1-3=One color, 4=Plaid, 5=Stripes, 6=Jacquard

HAT - WOMEN

D20	HAT
01-03	Bonnet
04-05	Top Hat for riding
06	Jaconet hat
07-10	Latest fashion
11	Plantation hat
12-13	Round-crowned hat
14-16	Straw hat
17-18	Poke Bonnet
19	Flat-crowned hat
20	Fur hat

HAT - MEN

D20	HAT
01	Cavalry hat
02-04	Derby
05	Straw hat
06-07	Top Hat
08-09	Flat-crowned hat
10-12	Round-crowned hat
13-14	Slouch hat
15-17	City hat
18-19	Stetson
20	Plantation hat

HAT DECORATION

D20	DECORATION
01-03	Feather
04	Veil
05-06	Plume
07-08	Pearls
09-10	Bow
11-12	Velvet ribbon
13-14	Silk ribbon
15-17	Cloth flower
18	Tulle
19-20	Bird (Taxidermy)

CLOTHES - MEN

D20	CLOTHES
01-02	Double-breasted shirt
03	Sheepskin jacket
04	Buckskin jacket
05-06	Jacket
07-09	Suit & Waistcoat
10-12	Duster
13	Fur-coat
14-15	Fur-lined coat
16-17	Shirt
18-20	Shirt & Waistcoat

CLOTHES - WOMEN

D20	CLOTHES
01	Ball dress
02-04	Blouse and Skirt
05-06	Dress
07-08	Gown
09-11	Frock
12-14	High-necked gown
15	Fur
16	Riding habit
17-18	Tea gown
19-20	Low-cut dress

TROUSERS - MEN

D20	TROUSERS
01-03	Working Trousers
04-05	Pants & Suspenders
06	Army pants
07-09	Trousers & Chaps
10-11	Jeans
12	Buckskin trousers
13-15	Suit trousers
16-17	Suit pants & Suspenders
18-19	Riding breeches
20	Long John

ACCESSORIES

D20	ACCESSORIES
01-03	Cape
04-05	Châtelaine
06-07	Gloves
08-09	Purse
10-11	Hairpin
12-13	Parasol
14-15	Shawl
16-17	Handkerchief, silk
18-19	Jewelry
20	Fan

Guest Customer (Order #49645230)

ENGLISH FIRST NAMES

ENGLISH FIRST NAMES - MEN

D100	MALE NAME	D100	MALE NAME
01	Abe	51	Gene
02	Abraham	52	Gordon
03	Adam	53	Graham
04	Adrian	54	Harris
05	Al	55	Harvey
06	Alan	56	Howard
07	Albert	57	Ike
08	Alex	58	Jack
09	Andrew	59	Jacob
10	Anthony	60	James
11	Arthur	61	Jason
12	Barry	62	Jim
13	Bart	63	Joe
14	Basil	64	John
15	Ben	65	Justin
16	Bert	66	Kevin
17	Brad	67	Kyle
18	Brandon	68	Lance
19	Braxton	69	Leonard
20	Brett	70	Lewis
21	Brian	71	Liam
22	Bruce	72	Lucas
23	Carter	73	Luther
24	Christopher	74	Malcolm
25	Clarence	75	Mark
26	Cliff	76	Martin
27	Cole	77	Mike
28	Craig	78	Morgan
29	Curtis	79	Nathan
30	Dale	80	Nigel
31	Daryl	81	Owen
32	Dave	82	Patrick
33	David	83	Paul
34	Dean	84	Philip
35	Dennis	85	Randall
36	Desmond	86	Randolph
37	Dexter	87	Raymond
38	Douglas	88	Richard
39	Duncan	89	Rob
40	Dwight	90	Robert
41	Earl	91	Roscoe
42	Ed	92	Ryan
43	Edward	93	Samuel
44	Elias	94	Sean
45	Emmett	95	Simon
46	Eric	96	Steve
47	Francis	97	Thomas
48	Frank	98	Virgil
49	Fred	99	William
50	Gabriel	100	Winston

ENGLISH FIRST NAMES - WOMEN

D100	FEMALE NAME	D100	FEMALE NAME
01	Abigail	51	Frances
02	Alice	52	Geena
03	Alma	53	Gilda
04	Amanda	54	Grace
05	Amy	55	Hannah
06	Angela	56	Helen
07	Angelina	57	Henrietta
08	Ann	58	Irene
09	Annabelle	59	Janet
10	Annie	60	Jennifer
11	Arlene	61	Jessica
12	Ashton	62	Joan
13	Audrey	63	Josephine
14	Belinda	64	Joy
15	Belle	65	Judy
16	Bertha	66	Juliette
17	Bessie	67	Karen
18	Betty	68	Katie
19	Blanche	69	Laura
20	Bonnie	70	Libby
21	Brenda	71	Lily
22	Caren	72	Lorraine
23	Carla	73	Lucille
24	Carol	74	Madeleine
25	Caroline	75	Maggie
26	Cathrine	76	Mandy
27	Charlotte	77	Margaret
28	Christine	78	Marilyn
29	Cheryl	79	Martha
30	Cindy	80	Maureen
31	Clara	81	Melinda
32	Claudia	82	Michelle
33	Clementine	83	Molly
34	Cora	84	Nelly
35	Cynthia	85	Nora
36	Darlene	86	Olivia
37	Deborah	87	Pamela
38	Della	88	Patricia
39	Diane	89	Pearl
40	Dorothy	90	Peggy
41	Elaine	91	Rebecca
42	Elisabeth	92	Ruth
43	Eliza	93	Sally
44	Ellen	94	Samantha
45	Eve	95	Sarah
46	Evelyne	96	Sharon
47	Fanny	97	Sheila
48	Fay	98	Teresa
49	Felicia	99	Vanessa
50	Florence	100	Virginia

Guest Customer (Order #49645230)

ENGLISH LAST NAMES

ENGLISH LAST NAMES

D200	LAST NAME	D200	LAST NAME	D200	LAST NAME	D200	LAST NAME
01	Adams	51	Cresswell	101	Hardwick	151	Miles
02	Ainsworth	52	Crook	102	Harris	152	Miller
03	Allison	53	Cummings	103	Hart	153	Moon
04	Anderson	54	Daniels	104	Hartwell	154	Morgan
05	Andrews	55	Davidson	105	Hawkins	155	Murdock
06	Archer	56	Davis	106	Hawks	156	Naylor
07	Armstrong	57	Denham	107	Hayden	157	Nedham
08	Ashton	58	Dent	108	Henderson	158	Newman
09	Axtell	59	Devlin	109	Higgins	159	Nichols
10	Baker	60	Dobb	110	Hogan	160	Nolan
11	Ballard	61	Dolan	111	Hope	161	Norris
12	Banks	62	Donovan	112	Horne	162	Oakes
13	Barker	63	Doolin	113	Hudson	163	Oakley
14	Barnes	64	Dorsey	114	Hunter	164	O'Folliard
15	Bedford	65	Dunn	115	Imberman	165	O'Sullivan
16	Bell	66	Earlman	116	Irving	166	O'Toole
17	Bennett	67	Ecker	117	Isaacs	167	Paine
18	Benson	68	Edmonds	118	Jackson	168	Palmer
19	Bentall	69	Edwards	119	Jacobs	169	Parker
20	Bishop	70	Elkins	120	James	170	Peasley
21	Black	71	Elliott	121	Jefferson	171	Perkins
22	Blake	72	Evans	122	Jenkins	172	Pickett
23	Blythe	73	Fairbanks	123	Johnson	173	Porter
24	Bolton	74	Farell	124	Jones	174	Quaid
25	Bones	75	Farrington	125	Jordan	175	Quigley
26	Boyd	76	Ferguson	126	Judson	176	Quinton
27	Bradbury	77	Fields	127	Kelly	177	Raymond
28	Bragg	78	Finley	128	Kennedy	178	Redfearn
29	Brent	79	Fisher	129	Kirby	179	Remington
30	Bridges	80	Foreman	130	Langford	180	Reno
31	Brown	81	Forrest	131	Lant	181	Reynolds
32	Buck	82	Fox	132	Lawson	182	Richards
33	Burrows	83	Freeman	133	Lee	183	Rollins
34	Butler	84	Fuller	134	Lewis	184	Russell
35	Cadwell	85	Fulton	135	Linden	185	Samuels
36	Caine	86	Garner	136	Lockhart	186	Sanders
37	Campell	87	Gibson	137	Logan	187	Savage
38	Canton	88	Gleason	138	Longley	188	Silverman
39	Carlin	89	Glover	139	Lynch	189	Slade
40	Carr	90	Goldsby	140	Madsen	190	Smith
41	Carradine	91	Graham	141	Manning	191	Stockman
42	Carver	92	Gray	142	Marks	192	Sullivan
43	Cavanaugh	93	Greene	143	Mason	193	Taylor
44	Clarke	94	Hackett	144	Matthews	194	Thomson
45	Clayborne	95	Haines	145	McCall	195	Tucker
46	Collins	96	Halford	146	McCormick	196	Usher
47	Conway	97	Hall	147	McCoy	197	Walker
48	Copeland	98	Hammer	148	McKenzie	198	Wells
49	Corbin	99	Hampton	149	McLeod	199	Whitmore
50	Cox	100	Hancock	150	McPherson	200	Yates

Guest Customer (Order #49645230)

MEXICAN FIRST NAMES

MEXICAN FIRST NAMES - MEN

D100	MALE NAME	D100	MALE NAME
01	Adan	51	Jeronimo
02	Adolpho	52	Jesus
03	Alarico	53	Joaquin
04	Alberto	54	Jorge
05	Alfredo	55	José
06	Alvaro	56	Juan
07	Amado	57	Julio
08	Americo	58	Lazaro
09	Angelo	59	Leonardo
10	Antonio	60	Lorencio
11	Armando	61	Lucio
12	Augusto	62	Luis
13	Bautista	63	Manolito
14	Benito	64	Manuel
15	Bernardo	65	Marcelo
16	Bollvar	66	Marcos
17	Carlito	67	Maximino
18	Carlos	68	Miguel
19	Cecilio	69	Nacio
20	Celino	70	Pablo
21	Cesar	71	Paco
22	Charo	72	Pancho
23	Cirino	73	Pascual
24	Cristobal	74	Patricio
25	Diego	75	Paulo
26	Domingo	76	Pedro
27	Donato	77	Pepe
28	Edmundo	78	Pepito
29	Edwardo	79	Porfirio
30	Emerico	80	Rafael
31	Emilio	81	Ramiro
32	Enrique	82	Ramon
33	Estéban	83	Raul
34	Fabio	84	Reinaldo
35	Fabricio	85	Ricardo
36	Federico	86	Roberto
37	Felipe	87	Rodrigo
38	Fernando	88	Sancho
39	Fortunato	89	Santiago
40	Francisco	90	Sebastian
41	Geraldo	91	Sergio
42	Goyo	92	Severino
43	Gregorio	93	Severo
44	Héctor	94	Silvio
45	Herminio	95	Tito
46	Hernando	96	Vasco
47	Horacio	97	Vigo
48	Iago	98	Vincenzo
49	Inocencio	99	Vito
50	Jacinto	100	Xavier

MEXICAN FIRST NAMES - WOMEN

D100	FEMALE NAME	D100	FEMALE NAME
01	Adalina	51	Leticia
02	Adela	52	Loida
03	Adriana	53	Lola
04	America	54	Lorena
05	Angela	55	Lucia
06	Angelina	56	Lucinda
07	Annamaria	57	Luisa
08	Benita	58	Macaria
09	Bianca	59	Magdalena
10	Bonita	60	Malena
11	Candela	61	Manuela
12	Carla	62	Marcela
13	Carmen	63	Marla
14	Catalina	64	Marianna
15	Chiquita	65	Maribel
16	Conchita	66	Maricela
17	Consuela	67	Marietta
18	Corina	68	Marizol
19	Della	69	Marita
20	Dolores	70	Marsella
21	Donna	71	Mercedes
22	Elena	72	Miguela
23	Elisa	73	Miranda
24	Emilia	74	Monica
25	Encarna	75	Narciza
26	Ernesta	76	Nieve
27	Esmeralda	77	Paloma
28	Esperanza	78	Palmira
29	Evangelina	79	Paquita
30	Evita	80	Pepita
31	Felicia	81	Perla
32	Florencia	82	Pilar
33	Fortunata	83	Prudenzia
34	Francesca	84	Ramona
35	Gabriella	85	Raquel
36	Gracia	86	Ramira
37	Imelda	87	Rebecca
38	Inez	88	Reina
39	Isabela	89	Renata
40	Isadora	90	Rosa
41	Jacinta	91	Rosario
42	Jamila	92	Sancha
43	Jimena	93	Sarita
44	Juana	94	Serena
45	Juanita	95	Silvia
46	Julieta	96	Simona
47	Katiana	97	Sofia
48	Laurita	98	Susana
49	Leocadia	99	Teresa
50	Leona	100	Valencia

Guest Customer (Order #49645230)

MEXICAN LAST NAMES

MEXICAN LAST NAMES

D200	LAST NAME	D200	LAST NAME	D200	LAST NAME	D200	LAST NAME
01	Acedo	51	Cruz	101	Lopez	151	Quiroga
02	Acuna	52	Cuchillo	102	Lozada	152	Quirino
03	Alameda	53	Cuevas	103	Luaves	153	Ramez
04	Almendarez	54	Deangelo	104	Lucero	154	Ramijo
05	Alvarado	55	Degarca	105	Luego	155	Ramirez
06	Alvarez	56	Delacruz	106	Machado	156	Ramos
07	Amado	57	Delgado	107	Maduro	157	Ravena
08	Amara	58	Diaz	108	Manriquez	158	Riano
09	Amarillas	59	Dominguez	109	Marcelo	159	Rivera
10	Angelo	60	Duarte	110	Marquez	160	Roca
11	Aranda	61	Elias	111	Martinez	161	Rodriguez
12	Arguello	62	Encinas	112	Mazzara	162	Rojas
13	Armando	63	Enriquez	113	Medero	163	Rojo
14	Arredondo	64	Escoban	114	Melendez	164	Romano
15	Barraza	65	Esparza	115	Melero	165	Rosalez
16	Barreras	66	Estevez	116	Mendez	166	Ruelas
17	Bautista	67	Evangelista	117	Mendoza	167	Ruiz
18	Blanco	68	Faba	118	Mercado	168	Salgado
19	Bontares	69	Fernandez	119	Miranda	169	Salinas
20	Boreo	70	Francisco	120	Montano	170	Salvador
21	Braza	71	Franco	121	Montego	171	Samora
22	Bruto	72	Friego	122	Montez	172	Sanchez
23	Caba	73	Galentia	123	Montoya	173	Sanora
24	Caballero	74	Galisteo	124	Morales	174	Santa Cruz
25	Cabrera	75	Gallardo	125	Moresco	175	Santa Maria
26	Cadillo	76	Gallegos	126	Morillo	176	Santana
27	Calistro	77	Garcia	127	Muchado	177	Santiago
28	Calles	78	Garza	128	Murrieta	178	Savara
29	Camano	79	Gomez	129	Navarrez	179	Serrano
30	Campos	80	Gonzales	130	Navarro	180	Silva
31	Canez	81	Gradillas	131	Nerez	181	Suarez
32	Cardenas	82	Graziano	132	Nogales	182	Tafoya
33	Cardero	83	Gregorio	133	Ochoa	183	Taras
34	Cardillo	84	Guerra	134	Olivares	184	Tejada
35	Carlos	85	Hernandez	135	Ordonez	185	Tolero
36	Carnero	86	Herrera	136	Ortega	186	Torres
37	Carrillo	87	Huerta	137	Otero	187	Triano
38	Casillas	88	Hurtado	138	Pablos	188	Valdez
39	Caveras	89	Ibarra	139	Padres	189	Vallejos
40	Cervantes	90	Iglesias	140	Paredez	190	Vallera
41	Chamorra	91	Incero	141	Pedrazo	191	Vanegas
42	Chavega	92	Jacintas	142	Peralta	192	Vares
43	Chavez	93	Jurado	143	Perez	193	Vargas
44	Cocio	94	Juarez	144	Pineda	194	Vasquez
45	Conchez	95	LARGO	145	Posando	195	Vega
46	Cordero	96	LARIAS	146	Prietos	196	Verdugo
47	Cordova	97	LASCARA	147	Puerto	197	Vesada
48	Corona	98	LAZARA	148	Quesada	198	Villa
49	Corones	99	LEON	149	Quintana	199	Zapata
50	Cortez	100	LOBO	150	Quintero	200	Zurales

Guest Customer (Order #49645230)

GERMAN NAMES

FIRST NAME - MEN

D20	MALE NAME
1	Bernhard
2	Carl
3	Claus
4	Dieter
5	Eberhard
6	Franz
7	Friedrich
8	Fritz
9	Gerhardt
10	Gottfried
11	Günther
12	Hans
13	Hermann
14	Leopold
15	Otto
16	Reinhard
17	Siegfried
18	Ulrich
19	Wilhelm
20	Wolfgang

FIRST NAME - WOMEN

D20	FEMALE NAME
1	Alberta
2	Alma
3	Brünhilde
4	Claudia
5	Elsa
6	Erna
7	Eva
8	Gretchen
9	Heidi
10	Hildegard
11	Irma
12	Katarine
13	Leni
14	Margarete
15	Marlene
16	Sibylla
17	Sieghild
18	Therese
19	Ulrike
20	Wilhelmine

LAST NAME

D100	LAST NAME	D100	LAST NAME
01-02	Ackermann	51-52	Koch
03	Adler	53-54	Kranz
04	Albrecht	55-56	Krüger
05-06	Bauer	57-58	Köhler
07-08	Baumann	59-60	Lehmann
09-10	Brandt	61-62	Leitner
11-12	Brinkerhoff	63-64	Meier
13-14	Dietrich	65-66	Messner
15-16	Eberhardt	67-68	Müller
17-18	Fischer	69-70	Oberst
19-20	Freud	71-72	Pletcher
21-22	Gerber	73	Protz
23-24	Gorman	74-75	Richter
25-26	Gottlieb	76-77	Rothbauer
27-28	Haas	78-79	Rosenberg
29-30	Hartmann	80	Sauber
31-32	Hauber	81-82	Schmidt
33-34	Heintze	83-84	Schröder
35-36	Hertz	85-86	Schultz
37-38	Hoch	87-88	Schwartz
39	Hofmeister	89-90	Siegel
40	Jaeger	91	Strobel
41-42	Kahler	92-93	Trumbauer
43-44	Kassmeyer	94-95	Vogel
45-46	Kaufmann	96-97	Wagner
47-48	Keller	98-99	Waltz
49-50	Kirchner	00	Wolf

FRENCH NAMES

FIRST NAME - MEN

D20	MALE NAME
1	Alain
2	Armand
3	Baptiste
4	Claude
5	Émile
6	Francois
7	Gaston
8	Gérard
9	Henri
10	Jacques
11	Jean
12	Jules
13	Léon
14	Lucien
15	Marcel
16	Pascal
17	Pierre
18	Rainier
19	Serge
20	Yves

FIRST NAME - WOMEN

D20	FEMALE NAME
1	Adèle
2	Angeline
3	Blanche
4	Céline
5	Clarisse
6	Désirée
7	Francine
8	Gabrielle
9	Gisèle
10	Joséphine
11	Juliette
12	Margot
13	Michèle
14	Monique
15	Nathalie
16	Nicole
17	Pauline
18	Simone
19	Yvette
20	Zoé

LAST NAME

D100	LAST NAME	D100	LAST NAME
01-02	Allard	51-52	Legrand
03	Baudin	53-54	Lemaire
04-05	Beaulieu	55	Lemarchand
06-07	Blanchard	56-57	Lapierre
08-09	Bonnard	58-59	Lestrange
10-11	Bouvier	60-61	Martin
12-13	Boyer	62-63	Masson
14-15	Caron	64	Mercier
16-17	Cloutier	65-66	Moreau
18	Delacroix	67-68	Pelletier
19-20	Delaporte	69-70	Perreault
21-22	Delarue	71-72	Reinard
23-24	Dubois	73-74	Remond
25-26	Dufour	75-76	Roche
27-28	Dumont	77-78	Rossi
29-30	Faucheux	79-80	Rouillard
31-32	Favre	81-82	Rousseau
33-34	Gagne	83-84	Salvage
35-36	Gauthier	85-86	Saulnier
37-38	Girard	87-88	St. Clair
39	Giroux	89-90	St. Pierre
40	Labelle	91	Tesson
41-42	Larmotte	92-93	Thebeau
43-44	Laroche	94-95	Travere
45-46	Laurent	96	Vallee
47-48	Leblanc	97-98	Verdier
49-50	Leclair	99-00	Villard

Guest Customer (Order #49645230)

CHINESE NAMES

Chinese names consist of a one syllable family-name and a one or two syllable personal name. The signs used to write these are the same all over China, but the pronunciation differs a lot depending on which Chinese language is spoken. Here you find separate tables for Southern and Northern Chinese names.

There is a resemblance in how you build the personal Chinese names and names in some Native tribes. They are distinct, symbolic, and have significance, such as *"Little Flower"* or *"Victorious"*. No one outside their own community understands them or can tell the difference between the names of women or men.

Some Chinese people quickly select an English name for Americans to call them. Those who do not have to live with the nickname the Americans around them use. These nicknames are rarely flattering.

Western missionaries have long tried to transcribe Chinese in different ways; the result is a frustrating number of possible ways to spell the same name in English. For instance, the family-name 謝 can be written as Che, Hsieh, She, Sheih, Tsia, Tse, Tze, Xie and Ze. On the tables that follows we have tried to select common ways to spell the names in the US.

宋明玉 *Soong Ming-yuk*

李昌文 *Lee Ch'ang-wen*

Southern Family-names

D20	NAME	SIGN
1	Bok	薄
2	Chan	陳
3	Cheung	張
4	Chow	周
5	Choy	蔡
6	Ip	葉
7	Ko	高
8	Kwan	關
9	Kwoh	郭
10	Kwong	鄺
11	Lam	林
12	Law	羅
13	Leung	梁
14	Ng	吳
15	Soong	宋
16	Ts'oi	蔡
17	Wang	王
18	Wong	黃
19	Woo	胡
20	Young	楊

Northern Family-names

D20	NAME	SIGN
1	Ch'ang	張
2	Chau	周
3	Chin	陳
4	Fong	方
5	Hu	胡
6	Huang	黃
7	Jin	金
8	Kao	高
9	Kuan	關
10	K'uang	鄺
11	Lee	李
12	Lin	林
13	Ma	馬
14	Ou-yang	歐陽
15	Po	薄
16	Shaw	邵
17	Ts'ai	蔡
18	Wang	王
19	Wu	吳
20	Yüen	袁

On the following list of personal names you can combine two different syllables to a name. Women should have at least one syllable that is typically female, but can use one syllable from the male list. You find southern Chinese spelling after the slash for some names. Examples of complete personal names are Soong Ming-yuk and Lee Ch'ang-wen.

Chinese Names for Men

D20	MALE NAME	SIGNIFICANCE	SIGN
1	An/On	Peace, Tranquility	安
2	Ch'ang/Cheung	Prosperous	昌
3	Ch'ao	Exceeid, Transcend	超
4	Chih/Ji	Intention, Will	志
5	Chin/Gam	Gold	金
6	Chung	Loyal	忠
7	Fu/Fuk	Happiness	富
8	Hsiang/Cheung	Fortunate, Lucky	祥
9	Hsin/Sam	Heart, Sense	心
10	Hui/Wai	Intelligent	慧
11	Huo/Fo	Fire	火
12	Jung/Wing	Honor, Glory	榮
13	K'ai/Hoi	Victorious	凱
14	Ming	Shining, Bright, Smart	明
15	Po/Bo	Wave, Storm	波
16	Shih/Sai	World	世
17	Ta/Dai	Great, Big, Large	大
18	Wei/Ngai	Exalted, Magnificent	巍
19	Wen/Man	Culture	文
20	I/Yi	Harmony, Glee, Joy	怡

Chinese Names for Women

D20	FEMALE NAME	SIGNIFICANCE	SIGN
1	Ai/Oi	Love	愛
2	Chen/Jing	Chastity	貞
3	Ch'un/Cheun	Spring	春
4	Erh/Ji	Diminutive suffix	兒
5	Hai/Hoi	Sea, Ocean	海
6	Hu/Fu	Tiger	虎
7	Hsiao/Siu	Small, Little	小
8	Hsing/Hang	Apricot	杏
9	Hua/Fa	Flower	花
10	Lan	Orchid	蘭
11	Lan/Lam	Fog, Mist	嵐
12	Lien/Lin	Lotus	蓮
13	Ling	Spirit, Soul	靈
14	Mei	Beautiful, Pretty	美
15	Shan/San	Coral	珊
16	T'zu/Chi	Compassionate, Empathy	慈
17	Ya/Nga	Elegant	雅
18	Yen/Yin	Swallow	燕
19	Yu/Yau	Young	幼
20	Yü/Yuk	Jade	玉

Guest Customer (Order #49645230)

ARCHETYPES – LAWMEN

CITY MARSHAL

This is the iconic peacekeeper of the Wild West. The City Marshal is responsible for upholding law and order within the city limits where he is elected. He is also responsible for collecting fines from people that do not obey city rules and regulations. Kansas' wild cattle-towns need a harder marshal than some backdoor whistle-stop where no outsiders ever set foot.

DESCRIPTION OF A CITY MARSHAL

REP. +2/25 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 11 DEX 15 INT 11
QCK 15 STR 10 VIG 13

GUTS 1 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Shotgun	20	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Drive/Carriage 10, Eloquence 10, Etiquette 10, Expertise/Politics 5, Expertise/Underworld 5, First Aid 10, Game/Cards 5, Hide/Seek 10, Law/Civil 10, Leadership 5, Read/Write 10, Ride 10, Scout 10, Stealth 10, Survival/Elective 10, Track 10

COUNTY SHERIFF

The County Sheriff investigates serious crimes within the county where he has been elected. He gathers posses and handles wanted posters and rewards. The County Sheriff also suggests people for jury duty in trials. The more civilized and prosperous a county, the more probable it is that the Sheriff is a bureaucrat collecting taxes, rather than a gunslinger.

DESCRIPTION OF A COUNTY SHERIFF

REP. +5/50 DESTINY P. 1 OBSTACLE P. 2

COL 15 CON 11 DEX 15 INT 12
QCK 13 STR 10 VIG 13

GUTS 1 GRIT 9 COOL UNDER FIRE 7 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	20	-	15	3	0
Shotgun	20	-	15	3	0
Unarmed	20	20	10	2	-

SKILLS
Acrobatics 5, Arithmetic 15, Coordination 10, Drive/Carriage 10, Eloquence 15, Etiquette 10, Expertise/Politics 10, Exp./Underworld 10, First Aid 10, Game/Cards 5, Hide/Seek 10, Law/Civil 15, Leadership 10, Read/Write 10, Ride 10, Scout 15, Stealth 10, Survival/Elective 10, Track 10

DEPUTIES & CONSTABLES

Deputies and constables have less grateful duties and lower salaries than their superiors.

The values in these tables are applicable for constables in the big cities as well as the Deputies of City Marshals and County Sheriffs. When a Marshal or County Sheriff dies, a Deputy is often promoted until a new election for the position can be held.

DESCRIPTION DEPUTIES & CONSTABLES

REP. +1/10 DESTINY P. 0 OBSTACLE P. 1

COL 12 CON 13 DEX 14 INT 10
QCK 13 STR 11 VIG 13

GUTS 1 GRIT 4 COOL UNDER FIRE 3 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Shotgun	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Drive/Carriage 10, Eloquence 5, Etiquette 10, Expertise/Underworld 5, First Aid 5, Game/Cards 5, Hide/Seek 10, Law/Civil 5, Read/Write 10, Ride 10, Scout 10, Stealth 5, Survival/Elective 10, Track 5

DEPUTY US MARSHAL

The common legal procedure is that you are held responsible for crimes you commit in the town or county they took place. Some crimes come with a federal warrant, such as when the military or postal service is involved. Deputy US Marshals have to find these felons and bring them to justice. They are appointed by the US Marshal in the state or territory where they operate.

DESCRIPTION DEPUTY US MARSHAL

REP. +2/10 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 13 DEX 15 INT 10
QCK 15 STR 11 VIG 12

GUTS 2 GRIT 8 COOL UNDER FIRE 6 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	20	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Drive/Carriage 10, Eloquence 5, Etiquette 10, Expertise/Underworld 5, First Aid 10, Game/Cards 5, Hide/Seek 10, Law/Civil 5, Read/Write 10, Ride 15, Scout 15, Stealth 10, Survival/Elective 15, Track 10

SECRET SERVICE

There are crimes that are considered to threaten national security. Secret Service was created to fight the plague of counterfeit money in 1865, since the problem was widespread enough to threaten the nation's economy. Their duties expanded to – among other things – infiltrate and break apart racist organizations wanting to seize power or put laws out of play.

DESCRIPTION SECRET SERVICE

REP. +1/15 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 11 DEX 15 INT 13
QCK 14 STR 10 VIG 13

GUTS 1 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	10	2	0
Unarm./Savate	15	15	15	3	-

SKILLS
Appraisal 10, Arithmetic 10, Coordination 10, Craft/Counterfeiting 10, Craft/Forgery 10, Disguise 10, Etiquette 10, Expertise/Underworld 10, First Aid 5, Game/Cards 5, Hide/Seek 10, Infiltrate 10, Law/Civil 5, Organization/Elective 10, Read/Write 10, Ride 10, Stalk 10, Stealth 5, Telegraphy 5

TEXAS RANGER

Texas' pride and glory is its paramilitary force. The Texas Rangers patrol the long border between Texas and Mexico, fight Native warriors and comancheros, and track outlaws. The Rangers were disbanded a few years after the war but have since been reinstated. Now they focus on Mexican bandits as Natives living on reservations are less feared than they used to be.

DESCRIPTION TEXAS RANGER

REP. +2/20 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 13 DEX 15 INT 10
QCK 15 STR 11 VIG 12

GUTS 2 GRIT 8 COOL UNDER FIRE 6 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	20	-	15	3	0
Bowie Knife	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Craft/Cooking 5, Drive/Carriage 10, Eloquence 5, Expertise/Native Culture 10, First Aid 10, Game/Cards 5, Language/Spanish 10, Law/Civil 5, Leadership 5, Read/Write 10, Ride 15, Scout 15, Stealth 10, Survival/Prairie 10, Track 10

Guest Customer (Order #49645230)

ARCHETYPES – LAWMEN

PINKERTON AGENT

The Pinkerton Detective Agency is the largest and best organized of the private crime fighters. Their modern approach includes keeping an index of known outlaws and their contacts. During the war, they spied on behalf of the Union. Now they are mainly hired to deal with counterfeiting and robberies. They are also hired to infiltrate and fight the growing workers union.

DESCRIPTION PINKERTON AGENT

REP. -2/20 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 11 **CON** 13 **DEX** 15 **INT** 10
QCK 15 **STR** 12 **VIG** 13

GUTS 2 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Arithmetic 10, Coordination 10, Disguise 10, Expertise/Underworld 10, First Aid 5, Game/Cards 5, Hide/Seek 10, Infiltrate 10, Law/Civil 5, Lock Picking 10, Organization/Elective 10, Read/Write 10, Ride 10, Scout 10, Stalk 10, Stealth 5, Telegraphy 5, Track 10

WELLS FARGO DETECTIVE

Their motto is, *'Wells Fargo never forgets'*. If you rob a transport or stagecoach from Wells Fargo you will get a price on your head no matter how much was stolen. They often send out their own agents or detectives to investigate and catch the perpetrators. The goal is to make the robbers feel it is not worth the risk and choose another company to steal from instead.

DESCRIPTION WELLS FARGO DETECTIVE

REP. ±0/20 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 10 **CON** 10 **DEX** 15 **INT** 13
QCK 15 **STR** 10 **VIG** 15

GUTS 1 **GRIT** 5 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Arithmetic 10, Coordination 10, Drive/Carriage 10, Eloquence 5, Etiquette 5, Expertise/Communications 10, Expertise/Underworld 10, First Aid 10, Game/Cards 5, Hide/Seek 10, Law/Civil 10, Read/Write 10, Ride 10, Scout 10, Stalk 10, Stealth 5, Telegraphy 10, Track 10

RAILROAD AGENT

The name implies that these are the same kind of private lawmen as the Wells Fargo agents, but that is not the case. Some are decent but most of these railroad agents are no better than hired thugs and gunmen. They sometimes track railroad robbers and bring them to justice but typically they just run off folk that get in the way of the railroad company they work for.

DESCRIPTION OF A RAILROAD AGENT

REP. -2/20 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 12 **CON** 13 **DEX** 15 **INT** 10
QCK 13 **STR** 13 **VIG** 13

GUTS 3 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	20	20	15	3	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Drive/Carriage 5, Expertise/Communications 10, Expertise/Underworld 5, First Aid 5, Game/Cards 10, Hide/Seek 5, Law/Civil 5, Lock Picking 5, Read/Write 10, Ride 10, Scout 5, Stalk 5, Stealth 5, Telegraphy 10, Track 5

INDIAN POLICE

On the reservations in San Carlos and the Indian Territory, crimes committed by Natives or against Natives are handled by Indian Police. They act under the guidance of Indian Agents. The laws there are similar to the rest of the country. Whenever the Indian Police is involved to uphold justice no white lawmen or soldier may interfere, no matter how much they want to.

DESCRIPTION INDIAN POLICE

REP. +2/20 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 15 **INT** 10
QCK 14 **STR** 11 **VIG** 13

GUTS 2 **GRIT** 7 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	20	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 10, Dance 5, Drive/Carriage 5, Eloquence 5, Expertise/Underworld 5, First Aid 10, Hide/Seek 5, Language/English 10, Law/Native 10, Read/Write 10, Religion/Elective 10, Ride 10, Scout 10, Stealth 10, Survival/Elective 10, Track 10

BOUNTY HUNTER

Bounty hunters may chase criminals outside of the jurisdiction of official lawmen. A bounty is still needed for them to act. These people are primarily in it for the money; they are not out to seek justice. For serious crimes the warrant may read *'Dead or Alive'*. This has given bounty hunters a bad reputation, since people say they are after *'Blood Money'*.

DESCRIPTION BOUNTY HUNTER

REP. -2/30 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 10 **CON** 10 **DEX** 15 **INT** 13
QCK 15 **STR** 12 **VIG** 14

GUTS 2 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	20	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Coordination 10, Craft/Cooking 5, Drive/Carriage 10, Expertise/Underworld 5, First Aid 5, Game/Cards 5, Hide/Seek 5, Hunt/Fish 10, Law/Civil 5, Read/Write 10, Ride 15, Scout 10, Stealth 10, Survival/Elective 15, Track 15

VIGILANTE

Vigilante Committees often claim to be noble and just. According to them, they take action when the law is corrupt or inept. In mining camps and boom societies, they may be the only law available. Hanging is their punishment of choice. Most vigilantes wear white meal sacks over their heads to avoid being identified or held accountable for their deeds.

DESCRIPTION VIGILANTE

REP. -1/10 **DESTINY P.** 0 **OBSTACLE P.** 1

COL 12 **CON** 12 **DEX** 15 **INT** 10
QCK 13 **STR** 11 **VIG** 13

GUTS 0 **GRIT** 3 **COOL UNDER FIRE** 3 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Coordination 5, Craft/Elective 10, Disguise 5, Drive/Carriage 10, Etiquette 5, Expertise/Elective 10, Expertise/Elective 5, First Aid 5, Game/Cards 5, Read/Write 10, Religion/Elective 10, Ride 10, Scout 5, Stealth 5, Survival/Elective 5, Track 5

Guest Customer (Order #49645230)

ARCHETYPES – OUTLAWS

SOUTHERN GUERILLA

These outlaws fought for the Confederation during the Civil War. These militia troops mostly robbed civilians in the North and in Border States. After the war many had trouble adjusting to normal life and refused to repent. Instead they stayed outlaws by robbing banks and trains together with their old brothers in arms. They are often heavily armed.

DESCRIPTION SOUTHERN GUERILLA

REP. -5/30 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 15 **INT** 9
QCK 15 **STR** 10 **VIG** 13

GUTS 2 **GRIT** 10 **COOL UNDER FIRE** 8 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	20	-	15	3	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Coordination 10, Craft/Horses 10, Drill/Cavalry 10, Drive/Carriage 5, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Organization/Confederate Army 10, Read/Write 10, Ride 15, Scout 10, Stealth 10, Survival/Elective 10, Survival/Forest 10, Track 5

NORTHERN GUERILLA

War veterans who claim they fought for the Union during the Civil War. They spent most of their time in the militia murdering and plundering civilians in the South. These outlaws are well-armed cavalrymen who used to serve together. They still use hit-and-run tactic typical of guerillas. Assignments such as running off settlers from their homes are common.

DESCRIPTION NORTHERN GUERILLA

REP. -5/30 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 15 **INT** 9
QCK 15 **STR** 10 **VIG** 13

GUTS 2 **GRIT** 10 **COOL UNDER FIRE** 8 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	20	-	15	3	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Coordination 10, Craft/Horses 10, Drill/Cavalry 10, Drive/Carriage 5, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Organization/Union Army 10, Read/Write 10, Ride 15, Scout 10, Stealth 10, Survival/Elective 10, Survival/Forest 10, Track 5

DESPERADO

The desperado is a modern age outlaw. They specialize in bank robberies and often cooperate on one hit or heist at a time. Afterwards, they all disperse in different directions. Most of them spend their time in towns and cities. When their money runs out, a new gang assembles for a new robbery. Desperados prefer hitting banks so they can get a lot of money all at once.

DESCRIPTION DESPERADOS

REP. -5/25 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 10 **CON** 13 **DEX** 16 **INT** 10
QCK 16 **STR** 10 **VIG** 14

GUTS 2 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Coordination 10, Dance 5, Expertise/Weapons 10, Explosives 5, First Aid 10, Game/Billiards 5, Game/Cards 10, Game/Hazard 5, Hide/Seek 5, Read/Write 5, Ride 10, Safecracking 10, Scout 5, Stealth 10, Weapons Drill/Revolver 15

GUNSLINGER

Gunslingers put their skill with the gun up for hire. They have no regard for the law when choosing their clients. The gunslinger is often hired to intimidate with his or her mere presence, scaring people off or making those who wish to harm their employer reconsider. Arrogance is more important than diplomacy, and the ability to draw fast overtrumps everything else.

DESCRIPTION GUNSLINGER

REP. -2/50 **DESTINY P.** 2 **OBSTACLE P.** 2

COL 11 **CON** 10 **DEX** 17 **INT** 10
QCK 17 **STR** 10 **VIG** 13

GUTS 1 **GRIT** 8 **COOL UNDER FIRE** 8 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	20	-	20	4	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Coordination 10, Drive/Carriage 5, Expertise/Underworld 5, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Read/Write 10, Ride 10, Scout 10, Sleight of Hand 5, Stealth 5, Survival/Elective 5, Track 5, Weapons Drill/Revolver 15

ASSASSIN

If you really want to eliminate someone you are best served hiring an assassin. They are, however, very expensive. Some even demand an advance to even consider the job.

Assassins are often hired to murder a displeasing politician or a business competitor. The deed is preferably done from afar with a sniper rifle, making it easier for the assassin to escape justice.

DESCRIPTION ASSASSIN

REP. -2/25 **DESTINY P.** 25 **OBSTACLE P.** 2

COL 15 **CON** 10 **DEX** 17 **INT** 10
QCK 13 **STR** 10 **VIG** 13

GUTS 1 **GRIT** 9 **COOL UNDER FIRE** 7 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	20	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Arithmetic 10, Disguise 10, Drive/Carriage 10, Eloquence 5, Etiquette 5, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Language/Elective 10, Lock Picking 10, Read/Write 10, Ride 10, Scout 5, Stalk 10, Stealth 15, Sleight of Hand 10, Telegraphy 10, Track 5

CARD SHARP

Luck, the ability to read people, and counting cards are necessary traits to become a gambler. The Card Sharp tries to take luck out of the equation any way possible. Using marked cards or an ace up the sleeve are typical tricks of the trade. Being a cardsharp is a dangerous profession as people tend to draw their gun if they find out that some-one has cheated.

DESCRIPTION CARD SHARP

REP. -3/25 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 10 **DEX** 15 **INT** 13
QCK 15 **STR** 9 **VIG** 13

GUTS 1 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rev./Derringer	15	-	15	3	0
Rifle	10	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Acrobatics 5, Acting 10, Appraisal 10, Arithmetic 15, Dance 5, Drive/Carriage 5, Eloquence 5, Etiquette 10, First Aid 5, Game/Billiards 5, Game/Cards 10, Game/Hazard 10, Read/Write 10, Ride 10, Scout 5, Sleight of Hand 15, Stealth 5, Weapons Drill/Revolver 10,

Guest Customer (Order #49645230)

ARCHETYPES – OUTLAWS

MEXICAN BANDIT

After a decade of Civil War and the French occupation of Mexico there are many war veterans south of the border. Many organize into large gangs of former brother in arms. They threaten farmers and villages for protection or make raids into the US, often to steal cattle. There are conflicts between different gangs who used to be on opposite sides during the war.

DESCRIPTION MEXICAN BANDIT

REP. -5/25 DESTINY P. 1 OBSTACLE P. 1

COL 12 CON 13 DEX 15 INT 10
QCK 15 STR 11 VIG 13

GUTS 2 GRIT 7 COOL UNDER FIRE 6 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	15	3	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Animal Husbandry/Cattle 5, Arithmetic 5, Drill/Elective 5, Eloquence 5, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Language/English 5, Read/Write 5, Religion/Catholic 5, Ride 10, Scout 10, Stealth 5, Survival/Elective 10, Track 5, Weapons Drill/Revolver 10

COMANCHERO

Comancheros are smugglers primarily operating in the southwest of the US. They are feared and hated, not well suited for anything but shady deals far from prying eyes. All sorts of dirty business is their specialty, such as slaves of all colors – mostly women and children. They also sell guns and liquor to the Natives and if they can stir up trouble? All the better!

DESCRIPTION COMANCHERO

REP. -10/25 DESTINY P. 0 OBSTACLE P. 1

COL 10 CON 13 DEX 15 INT 10
QCK 15 STR 10 VIG 15

GUTS 2 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	15	3	0
Knife	15	15	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Drive/Carriage 10, Eloquence 5, Expertise/Native Culture 10, Expertise/Weapons 15, First Aid 5, Game/Cards 5, Language/English 5, Language/Uto-Aztecan 10, Ride 10, Scout 10, Sign Language 5, Stealth 10, Survival/Elective 10, Swim 5, Track 5

SCALP HUNTER

Several Mexican states pay good money for Apache scalps. They even pay for scalps from women and children, though at a lower rate than male warriors. It is a brutal business. Apart from manipulating and double crossing the Apaches, these scalpers also kill peaceful Pueblo Indians and unprepared Mexican families, since their scalps look much the same.

DESCRIPTION SCALP HUNTER

REP. -10/25 DESTINY P. 0 OBSTACLE P. 1

COL 12 CON 13 DEX 15 INT 10
QCK 15 STR 10 VIG 14

GUTS 2 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	15	3	0
Scalp Knife	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Cooking 5, Craft/Furrier 15, Drive/Carriage 5, Expertise/Native Culture 10, First Aid 5, Game/Cards 5, Hunt/Fish 10, Language/Spanish 10, Read/Write 5, Ride 10, Scout 10, Stealth 10, Survival/Elective 5, Survival/Mountains 10, Track 10

DESERTER

Soldiers' lives are dangerous, dull and the pay is low. When officers abuse their power to deal out brutal punishments even for small mistakes, some soldiers have enough. They desert, run away from the army ahead of the end of their contract, and thus get wanted with a $200 Reward for their capture. That is why they often end up on the wrong side of the law.

DESCRIPTION OF A DESERTER

REP. -2/15 DESTINY P. 0 OBSTACLE P. 1

COL 12 CON 13 DEX 13 INT 9
QCK 13 STR 12 VIG 13

GUTS 2 GRIT 5 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Cooking 5, Craft/Elective 10, Craft/Elective 5, Disguise 5, Drill/Elective 15, Expertise/Native Culture 5, First Aid 5, Game/Cards 5, Law/Military 5, Organization/US Army 15, Read/Write 5, Ride 10, Scout 10, Stealth 10, Survival/Elective 10

RENEGADE

When Natives are forced to live on reservations some refuse. They cannot accept the bondage, dishonor, and starvation there. They go on raids to feed the tribe or attack settlers and others to avenge injustices. Renegades are often young, skilled warriors banding together. They are desperate and dangerous, becoming even more so if they lose the connection to their tribe.

DESCRIPTION OF A RENEGADE

REP. -2/15 DESTINY P. 0 OBSTACLE P. 1

COL 9 CON 13 DEX 15 INT 10
QCK 15 STR 11 VIG 15

GUTS 2 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	15	3	0
Rifle	15	-	10	2	0
Tomahawk/Knife	20	20	15	3	0

SKILLS
Acrobatics 10, Craft/Elective 10, Dance 5, Etiquette 5, Expertise/White Culture 5, First Aid 10, Hunt/Fish 10, Language/Elective 10, Mimicry 10, Religion 10, Ride 15, Scout 15, Sign Language 10, Stealth 15, Survival/Elective 10, Track 10, Weather Lore 5

SMUGGLER

Slavery is outlawed in the US but still exists in the Caribbean. Some smugglers capture black people, take them to the nearest discreet port, and ship them off to the Caribbean to be sold as slaves. Others settle for small scale slave trade in the US or smuggle booze and weapons to the Natives. Many smugglers were confederate blockade runners during the war.

DESCRIPTION OF A SMUGGLER

REP. -5/25 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 13 DEX 13 INT 9
QCK 13 STR 10 VIG 15

GUTS 2 GRIT 8 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Ropemaking 10, Drill/Elective 10, Expertise/Navigation 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Language/Elective 10, Organization/Confederate Army 10, Read/Write 5, Ride 5, Seamanship 15, Stealth 5, Survival/Sea 10, Swim 10

Guest Customer (Order #49645230)

ARCHETYPES – OUTLAWS

BURGLAR

Burglars typically want to avoid attention and abhors violence. Some act on impulse and look for the perfect opportunity to strike, such as an open window on the ground floor. Others organize in gangs. They arrive well-prepared, wagons at the ready. They break in and steal everything of value in a house or a store and then leave before anybody has time to intervene.

DESCRIPTION OF A BURGLAR

REP. -1/10 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 10 **DEX** 15 **INT** 10
QCK 12 **STR** 10 **VIG** 15

GUTS 0 **GRIT** 3 **COOL UNDER FIRE** 2 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Crowbar	15	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Acrobatics 10, Appraisal 15, Arithmetic 10, Craft/Elective 10, Deal 5, Disguise 5, Drive/Carriage 10, Expertise/Underworld 10, First Aid 5, Game/Cards 5, Game/Hazard 5, Lock Picking 15, Read/Write 5, Ride 5, Sleight of Hand 5, Stealth 10, Survival/Urban 10

PICKPOCKET

A good Pickpocket does not just master the craft of sleight of hand. She is also expert at creating diversions leaving the victim totally unaware of having lost all of his valuables. Pickpockets are most common in crowded places. They are often well-coordinated, working in gangs where everybody has a role to play. Many of the best Pickpockets are children.

DESCRIPTION OF PICK-POCKET

REP. -1/10 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 9 **DEX** 17 **INT** 10
QCK 13 **STR** 9 **VIG** 13

GUTS 0 **GRIT** 3 **COOL UNDER FIRE** 2 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Baton/Knife	15	15	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Acrobatics 5, Acting 10, Appraisal 10, Arithmetic 10, Craft/Elective 10, Disguise 5, Eloquence 5, Expertise/Underworld 10, First Aid 5, Game/Cards 5, Game/Hazard 5, Read/Write 5, Ride 5, Sleight of Hand 15, Stalk 15, Stealth 15, Survival/Urban 10

CONMAN

The conman is a master of deception. He or she can make anyone believe they care for their fellow man, make themselves seem amiable, or pose as an expert on any subject. They gather information for blackmail, extortion, or to set up an elaborate fraud. Their victim is often left penniless and clueless to what occurred. Big and long cons require several conmen to cooperate.

DESCRIPTION OF A CONMAN

REP. -3/15 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 10 **DEX** 13 **INT** 13
QCK 13 **STR** 10 **VIG** 13

GUTS 0 **GRIT** 5 **COOL UNDER FIRE** 4 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Derringer	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acting 10, Appraisal 10, Arithmetic 10, Business/Elective 10, Craft/Forgery 10, Dance 10, Deal 10, Disguise 15, Eloquence 10, Etiquette 10, Expertise/Politics 10, Expertise/Underworld 10, Game/Cards 5, Infiltrate 10, Lock Picking 10, Read/Write 10, Ride 10, Sleight of Hand 10, Stalk 5

RUSTLER

There are many kinds of rustlers. Some will hit a ranch and steal as many cattle as they can get in one strike and then drive the herd over the closest border – be it to Mexico or just another state. Others are more calculating, cold, and strategic. They can for instance use their own brand to rebrand cattle and steal from other ranches a few head at a time.

DESCRIPTION OF A RUSTLER

REP. -2/15 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 11 **CON** 13 **DEX** 13 **INT** 10
QCK 13 **STR** 10 **VIG** 15

GUTS 1 **GRIT** 5 **COOL UNDER FIRE** 4 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Animal Husbandry/Cattle 15, Arithmetic 5, Burning Brands 15, Craft/Horses 10, Drive/Carriage 10, First Aid 10, Game/Cards 5, Hunt/Fish 10, Read/Write 5, Ride 15, Scout 10, Stealth 10, Survival/Prairie, 10 Track 5, Weather Lore 10

COUNTERFEITER

Counterfeiters are not fighters, but skilled at a non-legit craft. They make false money, a huge problem in the US. In order to make bills pass as real, it takes several skills and money to invest. You need access to advanced equipment such as a printing press. A network to spread the fake bills is needded, making it a huge operation. Counterfeiting is a federal crime.

DESCRIPTION OF A COUNTERFEITER

REP. -3/15 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 11 **CON** 10 **DEX** 15 **INT** 14
QCK 13 **STR** 9 **VIG** 13

GUTS 0 **GRIT** 4 **COOL UNDER FIRE** 3 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	10	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Appraisal 10, Arithmetic 15, Art/Calligraphy 15, Art/Draw 15, Craft/Counterfeiting 15, Craft/Engraving 15, Craft/Forgery 15, Craft/Printing 15, Deal 10, Drive/Carriage 10, Eloquence 10, Expertise/Underworld 10, Game/Cards 5, Hide/Seek 10, Read/Write 15, Ride 10, Sleight of Hand 10

CHARLATAN

There is no ailment the charlatan will not claim to have the remedy for. Folk who buy their potions are lucky if they are only fooled for a few dollars. If they are not so lucky, they can get very ill or even die from the hazardous 'medicine'.

The charlatan will often put on a show where one or a few henchmen will be miraculously cured. There may also be some entertainment.

DESCRIPTION OF A CHARLATAN

REP. -2/20 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 10 **DEX** 14 **INT** 13
QCK 10 **STR** 10 **VIG** 15

GUTS 0 **GRIT** 3 **COOL UNDER FIRE** 2 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Shotgun/Rifle	15	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Acting 10, Appraisal 10, Arithmetic 10, Art/Calligraphy 10, Dance 5, Deal 10, Disguise 10, Drive/Carriage 15, Eloquence 15, Etiquette 10, Expertise/Medicine 10, First Aid 10, Game/Cards 5, Language/Elective 10, Quackery 15, Read/Write 10, Ride 5, Scout 10, Sleight of Hand 10

Guest Customer (Order #49645230)

ARCHETYPES – WORKERS

BUFFALO HUNTER

Railroad companies hate buffalos. A passing herd can ruin the tracks, and Native warriors are often near the herds which can cause even more problems. Hiring hunters to kill off the buffalos is their solution to this problem.

The dead animals' tongues will feed the navvys. Most buffalo hunters use the hides but leave the rest of the carcasses to rot on the prairie.

DESCRIPTION BUFFALO HUNTER

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 11 DEX 15 INT 10
QCK 13 STR 10 VIG 13

GUTS 0 GRIT 5 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle	20	-	10	2	0
Revolver	15	-	10	2	0
Knife	15	15	10	2	0

SKILLS
Acrobatics 10, Arithmetic 10, Craft/Butchering 5, Craft/Cooking 5, Craft/Furrier 10, Drive/Carriage 10, Expertise/Native Culture 5, First Aid 5, Game/Cards 5, Hunt/Fish 10, Read/Write 5, Scout 10, Ride 15, Stealth 10, Survival/Prairie 10, Track 10,

MINER

Few work as hard and under such harsh conditions as the miners. They work mines for silver, iron, coal or other resources that require a large scale operation. Since the stock market crashed, wages have dropped while the working hours of the day have been extended. That is the main reason why workers are trying to organize; they are trying to get better terms.

DESCRIPTION OF A MINER

REP. ±0/5 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 13 DEX 13 INT 10
QCK 10 STR 13 VIG 13

GUTS 2 GRIT 4 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Pickaxe	15	15	10	2	0
Unarmed	10	10	10	2	-
Rifle	10	-	5	1	0

SKILLS
Acrobatics 10, Arithmetic 5, Craft/Carpentry 15, Craft/Mining 15, Craft/Panning 5, Drive/Carriage 5, Expertise/Geology 15, Explosives 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Read/Write 5, Scout 5, Stealth 5, Survival/Mountains 10

DRIVER

Teamsters drive freight caravans over long distances at a rather slow pace. The cities and elites have coachmen driving a carriage of passengers, often on good roads. Stage coach drivers need to be able to handle full speed while evading Natives and outlaw. They can handle the reins of a four-in-hand, judging the roads' condition all while conversing with passengers.

DESCRIPTION OF A DRIVER

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 11 CON 13 DEX 15 INT 10
QCK 10 STR 13 VIG 13

GUTS 2 GRIT 5 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 10, Animal Training/Horses 10, Arithmetic 10, Craft/Horses 10, Craft/Wheelwright 10, Drive/Carriage 20, Exp/Communications 10, Exp/Geography 15, First Aid 5, Game/Cards 5, Game/Hazard 5, Read/Write 5, Ride 10, Scout 15, Survival/Elective 10, Weather Lore 10, Whip 15

NAVVY

The navvies clear the way for the railroad and lay the rails. Working on the railroad is a heavy, hard and arduous task. Many navvies are Irish or Chinese. They are treated badly, especially the Chinese. The railroad companies can be brutal in their determination to get the job done. They seem to mind more if progress is delayed than if workers die on the job, at least at times.

DESCRIPTION OF A NAVVY

REP. ±0/5 DESTINY P. 0 OBSTACLE P. 1

COL 12 CON 14 DEX 13 INT 10
QCK 10 STR 14 VIG 13

GUTS 2 GRIT 3 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Sledgehammer	15	15	10	2	0
Unarmed	10	10	10	2	-
Rifle	15	-	5	1	0

SKILLS
Acrobatics 5, Arithmetic 5, Craft/Carpentry 15, Drive/Carriage 10, Expertise/Communications 5, Expertise/Geography 15, Explosives 5, First Aid 10, Game/Cards 5, Game/Hazard 5, Music/Singing 5, Read/Write 5, Ride 5, Scout 10, Stealth 5, Survival/Elective 10

BLACKSMITH

It takes stamina and strength to be a blacksmith. A good hand with horses is often a necessity as one of the main jobs of the blacksmith is to shoe horses. That makes the blacksmith one of the few people in town that can tell the difference between tracks from one shod horse and another. A blacksmith is required at almost every settlement, especially in mining camps.

DESCRIPTION OF A BLACKSMITH

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 11 CON 14 DEX 14 INT 10
QCK 10 STR 15 VIG 12

GUTS 3 GRIT 3 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Hammer	20	20	10	2	0
Unarmed	15	15	10	2	-
Rifle	10	-	5	1	0

SKILLS
Arithmetic 5, Craft/Blacksmithing 15, Craft/Carpentry 10, Craft/Foundry 15, Craft/Horses 10, Craft/Wheelwright 10, Drive/Carriage 10, First Aid 5, Game/Cards 5, Read/Write 5, Religion/Elective 10, Ride 5, Scout 5, Survival/Elective 5

LUMBERJACK

Demand for timber grows more quickly with each passing year. Settlers keep coming to the US in greater numbers and the expansion westwards continues. Fortunately, there are enormous forests in the country, especially in the northwest. A man who knows how to work an axe will always be able to find work there but watch out for falling timber!

DESCRIPTION OF A LUMBERJACK

REP. ±0/5 DESTINY P. 0 OBSTACLE P. 1

COL 10 CON 14 DEX 15 INT 10
QCK 10 STR 13 VIG 13

GUTS 2 GRIT 3 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Double Axe	15	15	10	2	0
Unarmed	10	10	10	2	-
Rifle	15	-	5	1	0

SKILLS
Acrobatics 15, Arithmetic 5, Craft/Carpentry 15, Craft/Cooking 5, Craft/Wood Carving 5, Dance 5, Expertise/Biology 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Hunt/Fish 10, Read/Write 5, Ride 5, Scout 10, Survival/Forest 15, Swim 10, Weather Lore 10

Guest Customer (Order #49645230)

ARCHETYPES – TOWNSFOLK

LAWYER

Lawyers have an ill reputation. They make money defending criminals and excel in the art of writing contracts where people find out too late they have been fooled. Will you turn to the honest but drunken lawyer or the fawning one with fancy clothes when you need help? Cheapness may cost you. A good lawyer knows the law and how to persuade his fellow men.

DESCRIPTION OF A LAWYER

REP. -1/20 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 10 DEX 11 INT 15
QCK 10 STR 10 VIG 14

GUTS 0 GRIT 2 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Rifle	10	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Acting 10, Arithmetic 15, Business/Elective 10, Dance 5, Deal 10, Drive/Carriage 10, Eloquence 15, Etiquette 15, Exp/Economics 15, Exp/Geography 15, Exp/History 15, Exp/Politics 15, Language/Elective 10, Law/Civil 15, Organization/Elective 10, Read/Write 15, Religion/Elective 10, Ride 5

AGITATOR

When someone's conviction grows so strong that it overshadows everything else you are surely dealing with an agitator. There are many issues that stir up strong feelings such as women's suffrage or the prohibition.

The most committed agitators travel all around the nation to seek support for their cause. They often speak in public or at special events.

DESCRIPTION OF AN AGITATOR

REP. ±0/25 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 10 DEX 12 INT 15
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 5 COOL UNDER FIRE 3 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	10	-	5	1	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Elective 10, Deal 10, Drive/Carriage 10, Eloquence 15, Exp/Politics 15, First Aid 10, Game/Cards 5, Infiltrate 10, Language/Elective 10, Law/Civil 5, Leadership 10, Organization/Elective 15, Read/Write 10, Religion/Elective 10, Ride 10, Scout 5, Stalk 5

PUGILIST

Everyone can fight, but they are not always successful. It takes more to become a pugilist than just being willing to fight. You need a fearlessness and toughness beyond that of most people. If not, you will be knocked out by a single hit. In competitive boxing there are rules to take into account as well. There is more money in betting than in prize money for winning a fight.

DESCRIPTION OF A PUGILIST

REP. ±0/25 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 15 DEX 13 INT 9
QCK 13 STR 15 VIG 10

GUTS 5 GRIT 8 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	10	-	10	2	0
Unarm./Boxing	20	20	15	3	-

SKILLS
Acrobatics 10, Appraisal 5, Arithmetic 10, Coordination 10, Craft/Elective 10, Craft/Elective 10, Dance 5, Drive/Carriage 5, Expertise/Underworld 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Language/Elective 5, Read/Write 5, Religion/Elective 5, Ride 10, Scout 5, Sports/Elective 10

JUDGE

A judge is the most powerful person in a court of law. You can meet all kinds of judges at trials, from a close to self-appointed and incompetent Justice of the Peace to a well-educated Attorney General or Supreme Court Judge. You may of course also come across a very competent Justice of the Peace or a completely incompetent judge in a higher court, unsuited for office.

DESCRIPTION OF A JUDGE

REP. -1/30 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 10 DEX 13 INT 15
QCK 12 STR 10 VIG 14

GUTS 0 GRIT 3 COOL UNDER FIRE 1 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	5	1	0
Unarmed	10	10	10	2	-

SKILLS
Art/Authorship 5, Arithmetic 15, Dance 5, Drive/Carriage 10, Eloquence 15, Etiquette 15, Exp/Economics 15, Exp/Geography 15, Exp/History 15, Exp/Politics 15, Language/Elective 10, Law/Civil 15, Law/Military 10, Leadership 5, Organization/Elective 10, Read/Write 15, Religion/Elective 10, Ride 10

UNDERTAKER

Many fear these lackeys of Death. The undertaker takes care of the business side of death while the gravedigger digs graves and makes coffins. In smaller towns these two assignments are often handled by the same person. If the deceased had no money the town will pay for the cheapest possible funeral. That is also true in rare cases where the relatives will not pay for the dead.

DESCRIPTION OF AN UNDERTAKER

REP. -1/10 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 13 DEX 15 INT 10
QCK 11 STR 10 VIG 13

GUTS 1 GRIT 3 COOL UNDER FIRE 1 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Spade	15	15	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Arithmetic 10, Craft/Carpentry 15, Craft/Masonry 15, Craft/Taxidermy 15, Drive/Carriage 15, Eloquence 5, Etiquette 10, Expertise/Economics 5, Expertise/Elective 5, Game/Cards 5, Language/Elective 5, Music/Singing 5, Photography 5, Read/Write 5, Religion/Elective 10, Ride 5, Scout 10

ENTREPRENEUR

An entrepreneur will never shy away from a business opportunity, not even in the strangest of circumstances. He or she is always looking for possibilities to earn easy cash. The entrepreneur prefers to let others do the work while looking for the next opportunity to cash in. Workers will get paid, but usually not a cent more than the entrepreneur considers reasonable.

DESCRIPTION OF AN ENTREPRENEUR

REP. ±0/20 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 10 DEX 13 INT 13
QCK 11 STR 10 VIG 13

GUTS 0 GRIT 5 COOL UNDER FIRE 3 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	5	-	5	1	0
Unarmed	10	10	10	2	-

SKILLS
Appraisal 10, Arithmetic 15, Business/Elective 15, Business/Elective 10, Dance 5, Deal 15, Drive/Carriage 10, Eloquence 10, Etiquette 10, Exp/Economics 15, Exp/Politics 10, Game/Cards 5, Language/Elective 5, Leadership 5, Org/Elective 10, Read/Write 10, Religion/Elective 10, Ride 10, Telegraphy 10

Guest Customer (Order #49645230)

ARCHETYPES – TOWNSFOLK

PHOTOGRAPHER

An image says more than a thousand words. A common assignment is portraits of people who come to the studio to pose. Some photographers go west to find their motifs. Photos of famous or Native people can be sold to newspapers back east. Convincing young women to pose scantily dressed can be lucrative, but it is illegal to send these photos through the post office.

DESCRIPTION OF A PHOTOGRAPHER

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 10 DEX 13 INT 14
QCK 10 STR 10 VIG 15

GUTS 0 GRIT 1 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Rifle	10	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Acrobatics 5, Arithmetic 10, Art/Calligraphy 10, Craft/Optics 5, Drive/Carriage 10, Eloquence 5, Etiquette 10, Expertise/Art 10, Exp/Chemistry 10, Exp/Economics 5, Exp/Elective 10, Game/Cards 5, Language/Elective 10, Photography 15, Read/Write 10, Religion/Elective 10, Ride 5, Scout 5

DOCTOR

A doctor can save your life. In big cities you find many well-educated doctors and big hospitals. In smaller towns out west the doctors are often less educated but can be almost as skilled if you are lucky. Many of these doctors learned the trade as assistants to an older doctor. Those who have been field surgeons are often better at amputations than curing diseases.

DESCRIPTION OF A DOCTOR

REP. +2/15 DESTINY P. 0 OBSTACLE P. 1

COL 10 CON 13 DEX 15 INT 14
QCK 10 STR 10 VIG 13

GUTS 1 GRIT 1 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Rifle	10	-	5	1	0
Knife	15	15	5	1	0

SKILLS
Arithmetic 15, Dance 5, Drive/Carriage 10, Eloquence 5, Etiquette 10, Exp/Anatomy 15, Exp/Economics 10, Exp/Elective 10, Exp/Medicine 15, First Aid 20, Language/Elective 10, Language/Latin 10, Organization/Elective 10, Read/Write 15, Religion/Elective 10, Ride 5, Scout 10, Surgery 15

TEACHER

The first priority for a teacher is to foster good citizens and form children who come from all around the world into good Americans. The goal is to make them more loyal to the US than their former homelands. All children learn to read and write and are taught the history of America. After the war, this goes for black children too. More women become teachers now.

DESCRIPTION OF A TEACHER

REP. +2/20 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 10 DEX 13 INT 14
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 2 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	5	-	5	1	0
Unarmed	10	10	5	1	0

SKILLS
Arithmetic 20, Art/Authorship 10, Art/Calligraphy 10, Art/Draw 10, Dance 10, Drive/Carriage 10, Eloquence 10, Etiquette 15, Exp./Economics 5, E/Geography 10, E/History 10, E/Literature 10, E/Medicine 5, E/Pedagogics 15, E/Philosophy 5, First Aid 5, Language/Elective 10, Music/Piano 10, Read/Write 20, Religion/Christian 15, Ride 5, Scout 5

MAMBO

The voodoo priestess is called a *mambo* and the priest *houngan*. Voodoo is a religion where Christian beliefs are mixed with West African tribal myths and religions into something new. Most practitioners are black but rumors of what the mambos can do have spread beyond the old slave quarters, especially in New Orleans. Many beware of the *loas* and their warnings.

DESCRIPTION OF A MAMBO

REP. ±0/25 DESTINY P. 1 OBSTACLE P. 1

COL 14 CON 10 DEX 13 INT 13
QCK 10 STR 10 VIG 15

GUTS 0 GRIT 4 COOL UNDER FIRE 3 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	10	-	5	1	0
Knife	15	15	10	2	0

SKILLS
Arithmetic 10, Craft/Elective 10, Dance 15, Eloquence 10, Etiquette 10, Expertise/Herbs 15, Expertise/Legends 15, Exp/Medicine 15, First Aid 15, Game/Hazard 5, Music/Drum 10, Read/Write 10, Religion/Voodoo 15, Religious Ceremonies/Mambo 15, Ride 5, Scout 5, Surgery 10

MEDIUM

There was a growing interest for spiritualism in the US even before the Civil War. Many wanted to contact their deceased loved ones on other side with the aid of a *medium*. Then came the four years of carnage where almost everyone lost someone they loved. Now even more people visit *seances*, hoping to hear that the people they love are well on the other side.

DESCRIPTION OF A MEDIUM

REP. ±0/25 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 10 DEX 13 INT 12
QCK 13 STR 9 VIG 13

GUTS 0 GRIT 3 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Rifle	5	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Acting 10, Arithmetic 10, Dance 10, Deal 5, Drive/Carriage 5, Eloquence 10, Etiquette 10, Exp/Legends 10, Exp/Occultism 5, Exp/Spiritism 15, Game/Cards 5, Organization/Spiritism 10, Photography 10, Read/Write 15, Religion/Elective 10, Religious Ceremonies/Medium 15, Ride 5, Sleight of Hand 15,

POLITICIAN

Politicians can be anything from a local Mayor, Congressman, Senator or President or anything in between. These figures apply also to those who have been appointed to their office, and not just elected politicians. Governors in Territories not yet given statehood status are among these. Most politicians belong to a political party, most are Democrats or Republicans.

DESCRIPTION OF A POLITICIAN

REP. -1/20 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 11 DEX 13 INT 13
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 3 COOL UNDER FIRE 1 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Rifle	10	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Acting 10, Arithmetic 15, Art/Authorship 10, Business/Elective 10, Dance 10, Deal 10, Drive/Carriage 10, Eloquence 15, Etiquette 15, Exp/Economics 10, Exp/History 10, Exp/Politics 15, Game/Billiards 5, Language/Elective 10, Law/Civil 5, Leadership 10, Read/Write 15, Religion/Elective 10, Ride 5

Guest Customer (Order #49645230)

ARCHETYPES – TOWNSFOLK

PREACHER

Religion, especially Christianity is strong in the US. New congregations are established daily and the revival movement is strong. Some preachers tempt with salvation in Paradise while others threaten eternal damnation for the wicked. Even if most people are believers and do not dare question a higher existence, far from everyone live godly lives.

DESCRIPTION OF A PREACHER

REP. +2/25 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 11 DEX 11 INT 13
QCK 10 STR 10 VIG 15

GUTS 0 GRIT 2 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	5	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Arithmetic 15, Art/Authorship 10, Craft/Agriculture 10, Craft/Carpentry 10, Drive/Carriage 10, Eloquence 15, Etiquette 10, Exp/Philosophy 10, Exp/Pedagogics 10, First Aid 10, Language/Latin 10, Leadership 10, Music/Organ 10, Music/Singing 10, Read/Write 15, Religion/Christian 15, Religious Ceremonies/Preacher 15, Ride 5, Scout 10

REPORTER

In large cities reporters usually work at a newspaper or an agency. In smaller towns the editorial staff can be reduced to one person acting as reporter, editor, photographer, illustrator, and printer. They might get a helper or two, but not close to the big cities. Most countryside newspapers want more people to settle down in their town, making them overly patriotic.

DESCRIPTION OF A REPORTER

REP. ±0/20 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 10 DEX 13 INT 14
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 2 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Arithmetic 20, Art/Authorship 15, Art/Draw 10, Craft/Engraving 10, Craft/Printing 15, Dance 5, Eloquence 10, Drive/Carriage 10, Etiquette 10, Expertise/Literature 10, Exp/Politics 10, Hide/Seek 10, Law/Civil 5, Photography 10, Read/Write 20, Religion/Elective 10, Ride 5, Scout 5, Sleight of Hand 10, Stalk 10, Telegraphy 10

RUFFIAN

The *ruffian* is a troublemaker. He (almost always a man) is a big, strong, cocky thug. He is the town menace, the drunk who works as little as possible and never miss a chance to blurt out obscenities and insults or start a fight. He will consider the least of insults – such as not getting a free drink from newcomers at the saloon – a grave injustice and pick a fight.

DESCRIPTION OF A RUFFIAN

REP. -3/30 DESTINY P. 1 OBSTACLE P. 1

COL 9 CON 15 DEX 13 INT 8
QCK 13 STR 15 VIG 11

GUTS 5 GRIT 7 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Unarmed	20	20	15	3	-
Object/Knife	20	20	10	2	0
Revolver	15	-	10	2	0

SKILLS
Acrobatics 10, Arithmetic 10, Craft/Elective 5, Drive/Carriage 5, Expertise/Weapons 5, First Aid 5, Game/Billiards 5, Game/Cards 10, Game/Hazard 5, Read/Write 5, Ride 5, Scout 5, Stealth 5, Survival/Elective 5, Weapons Drill/Knife 10

GUARD

Guards are generally honest people who put their lives on the line to protect someone else's life or property. They are hired to guard banks, gold mines, transports, or even risk their lives as bodyguards.

A good guard has an imposing manner about them. They are perceptive, noticing anything out of the ordinary, and they can handle guns if necessary.

DESCRIPTION OF A GUARD

REP. +1/10 DESTINY P. 0 OBSTACLE P. 1

COL 12 CON 13 DEX 14 INT 10
QCK 13 STR 11 VIG 13

GUTS 1 GRIT 5 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle/Shotgun	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Elective 10, Drive/Carriage 10, Expertise/Elective 10, Expertise/Weapons 10, First Aid 10, Game/Cards 5, Game/Hazard 5, Hide/Seek 5, Language/Elective 5, Read/Write 10, Ride 10, Scout 10, Stealth 5, Survival/Elective 10, Track 5

GUNSMITH

Most weapons are factorymade but to make adjustments or repairs you need a gunsmith. If you want a quality firearm you cannot trust guns coming from big shipments out of factories. They are standard quality but not better than that, unfortunately. A gunsmith can put in the extra time and effort needed to give your gun the precision you want, if you are willing to pay for it.

DESCRIPTION OF A GUNSMITH

REP. ±0/15 DESTINY P. 0 OBSTACLE P. 1

COL 10 CON 10 DEX 15 INT 14
QCK 13 STR 10 VIG 13

GUTS 0 GRIT 2 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	10	10	5	1	-

SKILLS
Arithmetic 15, Art/Calligraphy 15, Art/Draw 10, Craft/Engraving 15, Craft/Gunsmith 18 Craft/Whitesmithery 15, Craft/Wood Carving 15, Drafting/Weapons 10, Drive/Carriage 10, Etiquette 10, Exp/Economics 10, Exp/Weapons 15, Read/Write 10, Religion/Elective 10, Ride 5, Scout 5

INVENTOR

Technical progress increases immensely in the age of steam. There is an optimism in the air and a firm belief that if you can imagine something, you will also be able to construct it. Inventors know that it takes more than an idea to achieve this. You need plans and designs, prototypes that need testing, etc. Last but not least, you need to be the first to get to the patent office.

DESCRIPTION OF AN INVENTOR

REP. ±0/20 DESTINY P. 1 OBSTACLE P. 1

COL 14 CON 10 DEX 13 INT 15
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 2 COOL UNDER FIRE 1 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	5	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Arithmetic 15, Business/Elective 10, Craft/Elective 10, Deal 10, Drafting/Elective 15, Drafting/Elective 10, Drive/Carriage 10, Eloquence 10, Engineering 15, Etiquette 10, Expertise/Chemistry 10, Explosives 10, Invent 10, Law/Civil 5, Organization/Elective 10, Read/Write 15, Ride 5

Guest Customer (Order #49645230)

ARCHETYPES – SALOON

BAR PIANIST

Most major saloons that offer dancing of any kind have a piano. The bar pianist at a very fancy establishment will play classical music in the background, at least during dinner hours. When saloon girls perform their enticing dance on stage or when a customer pays to spin a girl around the dance floor, the pianist will change the music to something more loud and catchy.

DESCRIPTION OF A BAR PIANIST

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 9 DEX 15 INT 12
QCK 13 STR 10 VIG 13

GUTS 0 GRIT 3 COOL UNDER FIRE 2 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Derringer	10	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Arithmetic 10, Dance 5, Drive/Carriage 5, Eloquence 5, Expertise/Music 10, First Aid 5, Game/Billiards 5, Game/Cards 10, Game/Hazard 5, Language/Elective 5, Music/Piano 15, Music/Singing 10, Music/Elective instrument 10, Read/Write 10, Ride 5, Sleight of Hand 10, Stealth 5

BARTENDER

Alcohol makes most people talk and that is when most bartenders listen in more intently. No one knows more about what is going on in a town and its surroundings as the local bartender. He has typically heard every rumor. You can often get him to share his information with you, but not without compensation. Ratting out on customers is bad for business.

DESCRIPTION OF A BARTENDER

REP. ±0/15 DESTINY P. 1 OBSTACLE P. 1

COL 12 CON 13 DEX 13 INT 10
QCK 12 STR 13 VIG 13

GUTS 2 GRIT 4 COOL UNDER FIRE 3 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Shotgun	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Appraisal 5, Arithmetic 15, Business/Saloon 10, Craft/Brewing 10, Craft/Carpentry 10, Craft/Cooking 10, Dance 5, Drive/Carriage 10, Eloquence 5, Expertise/Economics 10, Exp/Legends 10, Exp/Underworld 10, First Aid 5, Game/Billiards 5, Game/Cards 5, Read/Write 5, Ride 5

SALOON GIRL

The tasks of a saloon girl vary depending on which kind of establishment she works at. Some saloons just want her to serve drinks and encourage people to drink more. Others want her to dance on stage or charge customers for a dance with her. Some even specialize as dance halls. At bad saloons and all brothels, she is expected to charge for private visits to her room.

DESCRIPTION OF A SALOON GIRL

REP. -2/15 DESTINY P. 1 OBSTACLE P. 1

COL 12 CON 12 DEX 15 INT 10
QCK 13 STR 8 VIG 15

GUTS 0 GRIT 2 COOL UNDER FIRE 2 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Derringer	10	-	10	2	0
Knife	15	15	10	2	0

SKILLS
Acrobatics 5, Acting 5 Appraisal 10, Arithmetic 10, Craft/Cooking 5, Craft/Sewing 10, Dance 15, Deal 10, Drive/Carriage 5, Eloquence 5, First Aid 10, Game/Cards 5, Game/Hazard 5, Music/Singing 10, Read/Write 5, Ride 5, Sleight of Hand 15, Stealth 5

GAMBLER

In every saloon there are amateurs who want to try their luck at the poker tables. The gambler is more than happy to assist. The most popular games are *Poker* and *Faro*.

Professional gamblers never bet more than they can afford to lose no matter the cards. The gambler is a good judge of character, draws fast, and only bothers to cheat when it is absolutely necessary.

DESCRIPTION OF A GAMBLER

REP. -2/25 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 9 DEX 15 INT 10
QCK 15 STR 10 VIG 14

GUTS 1 GRIT 7 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rev./Derringer	15	-	15	3	0
Rifle	10	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Acting 5, Appraisal 10, Arithmetic 15, Dance 5, Deal 10, Drive/Carriage 5, Eloquence 5, Etiquette 10, First Aid 5, Game/Billiards 5, Game/Cards 15, Game/Hazard 10, Hide/Seek 5, Read/Write 10, Ride 10, Stealth 5, Sleight of Hand 15, Weapons Drill/Revolver 10

ACTOR

Artists and entertainers are always appreciated. The biggest stars are mentioned in newspapers nationwide – especially if they come to the place where the newspaper is published. With their arts they provide an appreciated respite from the often hard and monotone life most folk lead. Some perform entire plays, while others put together various scenes in a show.

DESCRIPTION OF AN ACTOR

REP. ±0/20 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 12 DEX 13 INT 12
QCK 12 STR 9 VIG 13

GUTS 0 GRIT 2 COOL UNDER FIRE 0 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Rev./Derringer	10	-	5	1	0
Rapier	15	-	5	1	0
Unarmed	10	10	10	2	-

SKILLS
Acrobatics 10, Acting 15, Arithmetic 10, Craft/Elective 10, Dance 15, Disguise 15, Drive/Carriage 5, Eloquence 10, Etiquette 10, Exp/Literature 10, Game/Cards 5, Language/Elective 10, Music/Elective instrument 5, Music/Singing 15, Read/Write 10, Ride 5, Scout 5, Sleight of Hand 10

BOUNCER

The bouncer is often a big, strong and imposing man – or in rare cases a woman. Those who cannot behave themselves in the saloon or brothel are tossed out head first. It is often the bouncer's job to stop unwanted people from even entering the saloon. Some places do not allow women, black people, southerners, or any other group that the owner dislikes.

DESCRIPTION OF A BOUNCER

REP. -1/15 DESTINY P. 1 OBSTACLE P. 1

COL 10 CON 14 DEX 15 INT 9
QCK 13 STR 14 VIG 10

GUTS 3 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Object	20	20	10	2	0
Unarmed	20	20	15	3	-

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Elective 10, Craft/Elective 5, Drive/Carriage 5, Expertise/Elective 10, First Aid 5, Game/Billiards 10, Game/Cards 5, Game/Hazard 5, Read/Write 5, Ride 5, Scout 5, Stealth 5, Weapons Drill/Knife 10

Guest Customer (Order #49645230)

ARCHETYPES – MILITARY

VETERAN CAPTAIN

A veteran captain has often served in several wars, receiving many scars along the way. He is a man who has had a long carrier, often starting as a private many years ago. He has risen in rank over the years, due to achievements out in the field. He can be rough and grim but inspires courage in his men. They know they can always trust him to make the right decisions.

DESCRIPTION OF A VETERAN CAPTAIN

REP. ±0/30 DESTINY P. 1 OBSTACLE P. 2

COL 15 CON 13 DEX 15 INT 13
QCK 12 STR 10 VIG 11

GUTS 2 GRIT 10 COOL UNDER FIRE 8 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	20	-	15	3	0
Rifle	20	-	10	2	0
Sabre	20	20	15	3	0

SKILLS
Acrobatics 5, Arithmetic 10, Artillery 10, Coordination 10, Drill/Elective 15, Exp/Military Strategy 15, Exp/Native Culture 15, First Aid 10, Game/Cards 5, Law/Military 10, Leadership 15, Organization/US Army 20, Read/Write 10, Ride 15, Scout 15, Stealth 10, Survival/Elective 10, Track 5

YOUNG LIEUTENANT

The young lieutenant often comes straight out of a military academy like *West Point, Virginia Military Institute,* or the *Citadel*. He is basically a young cadet without any actual battle experience, since he has just embarked on his military career. His goals and ambitions may be high and lofty but his first meeting with reality will often hit him hard.

DESCRIPTION OF A YOUNG LIEUTENANT

REP. -1/20 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 12 DEX 15 INT 12
QCK 13 STR 10 VIG 11

GUTS 0 GRIT 4 COOL UNDER FIRE 3 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Sabre	20	20	10	2	0

SKILLS
Arithmetic 20, Artillery 10, Art/Draw 10, Dance 10, Drill/Elective 15, Eloquence 10, Etiquette 15, Exp./Geography 15, Exp/Mil. History 15, Exp/Mil. Strategy 10, Exp/Philosophy 10, Language/French 10, Law/Military 15, Leadership 10, Organization/US Army 20, Read/Write 15, Ride 10, Scout 10

INDIAN AGENT

An Indian Agent deals with the Native people living on the reservation under his watch. His role is to make sure they get the food and supplies they are entitled to according to the treaties. Many of these supplies have a tendency to end up in the agent's pockets since there is little to no control over his business. He often operates from a Fort close to the reservation.

DESCRIPTION OF AN INDIAN AGENT

REP. -5/30 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 11 DEX 15 INT 13
QCK 10 STR 10 VIG 13

GUTS 0 GRIT 3 COOL UNDER FIRE 2 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	10	10	10	2	-

SKILLS
Animal Husbandry/Elective 10, Arithmetic 15, Craft/Agriculture 10, C/Carpentry 10, Deal 10, Drive/Carriage 10, Eloquence 10, Expertise/Economics 15, E/Native Culture 10, E/Politics 15, Language/Elective 15, Law/Civil 5, Law/Military 10, Organization/US Army 10, Read/Write 15, Ride 10, Scout 10, Sign Language 10

CAVALRYMAN

The cavalry is the pride of the US Army. *'Cavalry to the rescue!'* is a promise to believe in. To afford the Cavalry's expensive equipment the army cuts down on the men's food rations and encourage the men to hunt and fish in their spare time.

The Natives fear the cavalry more than other units. They call them the *"Long Knives"* due to the sabers they use in battle.

DESCRIPTION OF A CAVALRYMAN

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 14 CON 13 DEX 14 INT 10
QCK 13 STR 11 VIG 11

GUTS 1 GRIT 6 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Sabre	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Cooking 5, Craft/Horses 10, Drill/Cavalry 10, Expertise/Native Culture 5, First Aid 10, Game/Cards 5, Game/Hazard 5, Hunt/Fish 5, Law/Military 5, Organization/US Army 15, Read/Write 5, Ride 15, Scout 10, Stealth 5, 5, Survival/Elective 5

INFANTRYMAN

The infantry is the main force of the US Army. In large battles infantry typically suffers the heaviest losses, since it often is their job to attack the artillery. This has in turn led the infantrymen to be known as *'cannon fodder'*.

An infantryman has to be able to endure long marches, often with a heavy pack on his back. The food they get is seldom appetizing.

DESCRIPTION OF AN INFANTRYMAN

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 13 DEX 13 INT 10
QCK 13 STR 12 VIG 12

GUTS 1 GRIT 5 COOL UNDER FIRE 3 DEFENSE 5

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	10	-	10	2	0
Rifle	15	-	10	2	0
Bayonet	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Carpentry 10, Craft/Cooking 5, Craft/Elective 10, Drill/Infantry 15, Expertise/Native Culture 5, First Aid 10, Game/Cards 5, Game/Hazard 5, Law/Military 5, Organization/US Army 15, Read/Write 5, Ride 5, Scout 10, Stealth 5, Survival/Elective 5

SCOUT

Without a good scout an army is easy prey out on the frontier. Scouts are often hired for reconnaissance and to track Native warriors and villages, especially from tribes considered to be hostile.

It is not unusual for the army to hire Native scouts from tribes that are in conflict with the one they are looking for. The army will not risk being led into an ambush.

DESCRIPTION OF A SCOUT

REP. ±0/10 DESTINY P. 0 OBSTACLE P. 1

COL 15 CON 12 DEX 13 INT 10
QCK 10 STR 10 VIG 15

GUTS 1 GRIT 7 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Knife	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Cooking 10, Drill/Elective 5, Expertise/Native Culture 15, First Aid 10, Hunt/Fish 15, Language/Elective 10, Organization/US Army 10, Read/Write 5, Ride 15, Scout 15, Sign Language 10, Stealth 10, Survival/Elective 15, Track 15, Weather Lore 10

Guest Customer (Order #49645230)

ARCHETYPES – NATIVE PEOPLE

WAR CHIEF

Warriors who have proven themselves in battle during many years may become *War Chiefs*. They lead their tribe on the battlefield. They also plan the tactics and strategy for their warriors ahead of the raids and battles they embark on.

Famous War Chiefs among the Plains' tribes in the 1870s are, for instance, Sitting Bull and Red Cloud.

DESCRIPTION WAR CHIEF

REP. +3/30 DESTINY P. 1 OBSTACLE P. 2

COL 13 CON 13 DEX 15 INT 10
QCK 13 STR 11 VIG 14

GUTS 2 GRIT 10 COOL UNDER FIRE 8 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Short Bow	20	-	15	3	0
Rifle	20	-	15	3	0
Tomahawk/Knife	20	20	15	3	0

SKILLS
Acrobatics 10, Dance 15, Etiquette 10, Expertise/White Culture 10, First Aid 15, Hunt/Fish 15, Language/Elective 10, Leadership 10, Mimicry 10, Organization/Warrior Society 15, Religion 15, Ride 15, Scout 15, Sign Language 15, Stealth 15, Survival/Prairie 15, Track 15, Weather Lore 10

PRIEST (SHAMAN)

The *Shaman Priest* is the tribe's spiritual leader. He or she interprets signs and omens and knows the religion better than any other in the tribe.

The Shaman plays a large part in all religious ceremonies, such as interpreting tribe members *Vision Quests*. These are often cryptic and can be interpreted in different ways.

DESCRIPTION SHAMAN PRIEST

REP. +2/20 DESTINY P. 1 OBSTACLE P. 1

COL 13 CON 13 DEX 13 INT 13
QCK 12 STR 10 VIG 12

GUTS 2 GRIT 7 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Short Bow	15	-	10	2	0
Rifle	15	-	10	2	0
Tomahawk/Knife	20	20	10	2	0

SKILLS
Acrobatics 5, Dance 15, Eloquence 10, Etiquette 20, Expertise/Herbs 10, Expertise/Legends 20, First Aid 15, Music/Singing 10, Religion 20, Religious Ceremonies/Shaman 15, Ride 10, Scout 10, Sign Language 15, Stealth 10, Surgery 5, Survival/Elective 15, Weather Lore 10

HEALER (SHAMAN)

You go visit the tribe's *Shaman Healer* when you are ill or injured. He or she is sometimes called a *medicine man*, especially among white people. They have ancient knowledge that tells them how to best treat sickness and wounds, what herbs to use, and which ceremonies that are needed. They even know how to bring someone back from the brink of death.

DESCRIPTION SHAMAN HEALER

REP. +2/20 DESTINY P. 1 OBSTACLE P. 1

COL 15 CON 11 DEX 13 INT 13
QCK 10 STR 9 VIG 14

GUTS 0 GRIT 5 COOL UNDER FIRE 3 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Short Bow	15	-	10	2	0
Rifle	10	-	10	2	0
Tomahawk/Knife	15	15	10	2	0

SKILLS
Acrobatics 5, Dance 15, Eloquence 10, Etiquette 20, Expertise/Legends 15, Expertise/Herbs 15, First Aid 20, Music/Singing 15, Religion 20, Religious Ceremonies/Shaman 15, Ride 10, Scout 10, Sign Language 15, Stealth 10, Surgery 10, Survival/Elective 15, Weather Lore 10

WARRIOR, PLAINS TRIBES

The warriors of the Plains tribes are known for their courage, pride, and excellent horsemanship. Their way of life is threatened by the near extinction of the buffalo. The recent gold rush in the Black Hills has made matters even worse. Washington wants to force the tribes to reservations. Those who do not obey will be labeled hostile. War is coming to the prairie.

DESCRIPTION PLAINS TRIBES WARRIOR

REP. ±0/15 DESTINY P. 0 OBSTACLE P. 1

COL 11 CON 13 DEX 15 INT 10
QCK 13 STR 10 VIG 13

GUTS 2 GRIT 6 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Short Bow	15	-	15	3	0
Rifle	15	-	10	2	0
Tomahawk/Knife	20	20	10	2	0

SKILLS
Acrobatics 10, Dance 10, Etiquette 10, Expertise/White Culture 5, First Aid 10, Craft/Elective 10, Hunt/Fish 10, Language/Elective 10, Mimicry 10, Organization/Warrior Society 10, Religion 10, Ride 15, Scout 15, Sign Language 10, Stealth 10, Survival/Prairie 15, Track 10, Weather Lore 5

WARRIOR, APACHE

The Apaches are known for their cunning and perseverance. They wage a guerilla war in the southwest US and Mexico against white and Mexican settlements. Apaches often appear and disappear without a trace. They seldom engage in large scale battles. Small groups of warriors go on raids to procure resources for the tribe. War is primarily swift attacks of vengeance.

DESCRIPTION APACHE WARRIOR

REP. ±0/15 DESTINY P. 0 OBSTACLE P. 1

COL 13 CON 13 DEX 15 INT 10
QCK 13 STR 10 VIG 11

GUTS 2 GRIT 7 COOL UNDER FIRE 5 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle	15	-	10	2	0
Short Bow	15	-	15	3	0
Tomahawk/Knife	20	20	10	2	0

SKILLS
Acrobatics 10, Craft/Elective 10, Dance 10, Etiquette 10, Expertise/Legends 5, Expertise/Mexican Culture 5, Expertise/White Culture 5, First Aid 10, Game/Cards 5, Hunt/Fish 10, Mimicry 10, Religion 10, Ride 10, Scout 15, Stealth 15, Survival/Desert 15, Track 10, Weather Lore 10

WARRIOR, CIVILIZED TRIBE

Natives from the Five Civilized Tribes have nations in the Indian Territory, where Indian Police handles crimes by or against Natives. These tribes originate back east but were forced here fifty years ago. Their clothes and their buildings look like in any town out west. They are quite autonomous. These days, the Indian Territory is getting more crowded though.

DESCRIPTION CIVILIZED TRIBE WARRIOR

REP. ±0/15 DESTINY P. 0 OBSTACLE P. 1

COL 14 CON 12 DEX 15 INT 10
QCK 13 STR 10 VIG 12

GUTS 0 GRIT 5 COOL UNDER FIRE 4 DEFENSE 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle	15	-	10	2	0
Revolver	15	-	15	3	0
Knife	15	15	10	2	0

SKILLS
Acrobatics 10, Arithmetic 5, Craft/Agriculture 10, Craft/Elective 10, Dance 10, Drive/Carriage 5, Etiquette 10, Expertise/White Culture 10, First Aid 5, Game/Cards 5, Hunt/Fish 10, Language/English 10, Read/Write 5, Religion 10, Ride 10, Scout 10, Stealth 5, Survival/Prairie 10, Track 10

Guest Customer (Order #49645230)

ARCHETYPES – THE FRONTIER

CATTLE BARON

Rich and powerful ranchers are often called *Cattle Barons*. Most of them live on the frontier out west, in Texas or up in Wyoming and Montana. They are accustomed to the isolation and that almost everyone around is working for them. They loath the concept of having to share land or power, especially with immigrants recently arrived on American soil.

DESCRIPTION OF A CATTLE BARON

REP. -2/50 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 15 **CON** 13 **DEX** 13 **INT** 15
QCK 11 **STR** 10 **VIG** 12

GUTS 1 **GRIT** 6 **COOL UNDER FIRE** 3 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	1
Rifle	15	-	10	2	1
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Animal Husbandry/Elective 15, Arithmetic 15, Business/Cattle 15, Craft/Horses 10, Dance 10, Drive/Carriage 15, Eloquence 10, Etiquette 10, Exp/Economics 15, Game/Cards 5, Hunt/Fish 10, Law/Civil 5, Read/Write 15, Religion/Elective 10, Ride 15, Scout 15, Survival/Prairie 10, Track 5

COWBOY

Their chaps and strong odor of cattle makes cowboys quickly recognizable even from a hundred yards distance. Life on the ranch is relatively calm and monotonous. Cowboys always need to be on the lookout for rustlers, though. Out on the trail, herding cattle towards railway towns for weeks on end is rough. It is little wonder they party once they reach their journey's end.

DESCRIPTION OF A COWBOY

REP. ±0/10 **DESTINY P.** 0 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 14 **INT** 10
QCK 12 **STR** 11 **VIG** 13

GUTS 1 **GRIT** 5 **COOL UNDER FIRE** 3 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Revolver	15	-	10	2	0
Rifle	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Acrobatics 5, Animal Husbandry/Cattle 15, Animal Training/Horses 10, Arithmetic 10, Craft/Horses 10, Dance 5, Drive/Carriage 5, First Aid 5, Game/Cards 5, Hunt/Fish 5, Music/Elective 5, Read/Write 5, Ride 15, Scout 10, Stealth 5, Survival/Prairie 10, Track 5, Weather Lore 5

SETTLER

Settlers are the brave men and women who are claiming the great wilds of the West. Most have heard of the *Homestead Act*, free land for any who will farm it, and set out to seek a better life. There they have to fight, and not just against the natural elements. Ranchers let their herds ruin their fields. Natives are seldom happy about the intrusion either, raiding the settlers at times.

DESCRIPTION OF A SETTLER

REP. ±0/10 **DESTINY P.** 0 **OBSTACLE P.** 1

COL 14 **CON** 13 **DEX** 13 **INT** 10
QCK 10 **STR** 12 **VIG** 14

GUTS 1 **GRIT** 4 **COOL UNDER FIRE** 2 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle/Shotgun	15	-	5	1	0
Revolver	10	-	5	1	0
Unarmed	10	10	5	1	-

SKILLS
Animal Husbandry/Elective 10, Arithmetic 10, Craft/Agriculture 15, C/Butchering 10, C/Carpentry 10, Drive/Carriage 10, Exp/Native Culture 10, First Aid 5, Hunt/Fish 10, Org/Grange 10, Read/Write 5, Religion/Elective 10, Ride 5, Scout 10, Survival/Prairie 5, Weather Lore 10

HUNTER

Plentiful wildlife and the high demand for furs are reasons the hunters know the frontier well. They know which Native tribes are friendly and safe to deal with. But it is a solitary job; for long periods of time animals are your only company. Weather can create havoc, but luckily many hunters have learned to read the signs of changes and storms to come.

DESCRIPTION OF A HUNTER

REP. ±0/10 **DESTINY P.** 0 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 15 **INT** 10
QCK 11 **STR** 10 **VIG** 13

GUTS 1 **GRIT** 6 **COOL UNDER FIRE** 4 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle	20	-	10	2	0
Revolver	10	-	10	2	0
Knife	20	20	10	2	0

SKILLS
Acrobatics 5, Arithmetic 5, Craft/Butchering 15, Craft/Cooking 10, Craft/Furrier 15, Expertise/Native Culture 10, First Aid 10, Hunt/Fish 15, Read/Write 5, Ride 5, Scout 15, Stealth 10, Track 10, Survival/Forest 15, Survival/Mountains 15, Weather Lore 15

PROSPECTOR

With a sifting pan, a pickaxe, and a mule the prospector is ready to strike it rich. He or she increases the chances of success by also knowing a thing or two about in which type of terrain they can best find the minerals they are after.

Most prospectors are suspicious of strangers. They do not want anyone to steal their hard-earned treasure, no matter how small.

DESCRIPTION OF A PROSPECTOR

REP. ±0/10 **DESTINY P.** 0 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 13 **INT** 10
QCK 10 **STR** 13 **VIG** 13

GUTS 2 **GRIT** 5 **COOL UNDER FIRE** 3 **DEFENSE** 5

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle/Shotgun	15	-	5	1	0
Revolver	10	-	5	1	0
Unarmed	15	15	10	2	-

SKILLS
Arithmetic 10, Craft/Carpentry 10, Craft/Cooking 10, Craft/Mining 15, Craft/Panning 15, Expertise/Geology 10, Explosives 10, First Aid 5, Game/Cards 5, Game/Hazard 5, Hide/Seek 10, Hunt/Fish 10, Read/Write 5, Ride 10, Scout 15, Survival/Mountains 15, Weather Lore 10

EXPLORER

Many explorers roam around the American frontier. Some want to seek out a Native tribe and get to know them. Others want to experience life at the very edge of civilization. Others still are looking for artefacts, mythic creatures, or a landmark they can name after themselves. The most serious and legitimate ones work for a university, museum, or a newspaper.

DESCRIPTION OF AN EXPLORER

REP. ±0/25 **DESTINY P.** 1 **OBSTACLE P.** 1

COL 13 **CON** 13 **DEX** 14 **INT** 14
QCK 10 **STR** 10 **VIG** 15

GUTS 1 **GRIT** 6 **COOL UNDER FIRE** 4 **DEFENSE** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Rifle	20	-	10	2	0
Revolver	15	-	10	2	0
Unarmed	15	15	10	2	-

SKILLS
Arithmetic 15, Expertise/Archeology 10, Expertise/Legends 10, Expertise/Surveying 10, First Aid 5, Game/Cards 5, Hide/Seek 10, Hunt/Fish 15, Organization/Elective 10, Photography 10, Read/Write 15, Ride 10, Scout 15, Stealth 10, Survival/Mountains 15, Track 10, Weather Lore 10

Guest Customer (Order #49645230)

THE LAST RAID

Guest Customer (Order #49645230)

THE LAST RAID

Chuckling in satisfaction, Noah stringed five, fat fish on his rod and started heading for home. Papa would be so happy. He loved his grilled Guadalupe river perch! Noah almost danced along the trail, but then he suddenly heard shouting and gun fire.

The evening sky was lit by flames, coming from the farm. At first terror paralyzed him. Then he ran as fast as his young legs could carry him. Closing in on Pleasant Creek, *he spotted a group of Comanche leaving the area. Many of them were already far away, but the last rider was just leaving the yard. Noah could clearly make him out against the fire, carrying a bloody scalp in his left hand and wearing a Top Hat.*

The Last Raid is an adventure for *Western*. Count on spending a few sessions on it to allow the player characters to fully experience all scenes and possible interactions with people in the scenario. When the adventure is finished, they will have a number of locations in northern Texas and the Indian Territory to return to, as well as several contacts the Game Master could put to use in other circumstances. For instance, they could return to Buffalo Gap to meet with friends and relatives or to Fort Sill and the reservation nearby. Some people will stay put where the characters left them while others, like colonel Mackenzie, will move on. He will go north in preparation for the coming offensive against the Plain's Tribes in the Black Hills.

There is room for wide variation in player characters for this story, though most should be skilled riders, and preferably capable at shooting a gun. One of them will receive notice of a death in the family, asking them to travel to Buffalo Gap, Texas to motivate the group to travel there.

It is presumed that at least one character has a close friend or relative living in the area. The Game Master should work with one of the players to incorporate this connection into their back story. It is even better if there is a suitable hook or two in what they have already established to use. At least one character should have a relative who could play the part of the murdered rancher, or possibly of his widow. Here, we call this couple James and Mollie Concannon, but if you have better names already in place, feel free to use them.

ADVENTURE OVERVIEW

The player characters arrive at Buffalo Gap, Texas in time for the funeral. Following that, they have a couple of days to acquaint themselves with the farm, town, and people in the area. It will quickly become obvious that many want to get at the land they may just have inherited, which certainly will raise a few eyebrows among the characters. There is no real conspiracy behind it, such as often can be the case when neighboring ranches try to expand or merge. Bad tidings arrive when the bank demands the settlement of a debt of $2.000. The heir has two weeks to pay it or they will claim the farm.

HAYDEN BROTHERS PLAN TO TAKE OVER

The certificate of debt has been falsified, and very cleverly so. The Hayden brothers are trying to take over the whole town. Mortimer runs the bank and plans to gather up as much land as he can before the railroad arrives. He is using brutal dishonest methods but it is hard to prove his schemes. The characters will soon realize that others in the vicinity have also lost their farms, either by being attacked or simply receiving debentures. This should increase their misgivings.

Duke Hayden owns the biggest saloon – *Duke's Gambling Palace* – and tries to get elected as County Sheriff in the coming election. If he succeeds, it will be problematic to make the law intervene against Mortimer. The player characters have to act quickly to gather proof of foul play before the vote is cast. Fortunately, there is proof to be found.

Guest Customer (Order #49645230)

PREJUDICE AGAINST NATIVES AND LYNCHINGS

It is not easy to make Native friends in Buffalo Gap. The few who remain show not inconsiderable bravery, considering what transpired during the massacre of 1860. At the time, Buffalo Gap was little more than a campsite where buffalo hunters and bone collectors gathered. The mountain pass is well situated, right on the trail between El Paso and Texarkana.

When Comanches attacked the camp, many had to pay with their lives. Among the dead were the father of Rebecca Blackwood and Tom Mallory's brother. Wes Hayden was also reported dead.

Few people know that the attack did not strike like lightning out of a clear sky, but was retaliation for a massacre that the buffalo hunters and a group of soldiers perpetrated against a Comanche camp with only women and children, when the men were away.

Hate and mistrust have been intense on both sides since. Things have hardly improved by recent raids on farms and ranches in the area. Thus, when a bone collector arrives in town with two Native boys in tow, refugees from the reservation close to Fort Sill, the noose is made ready. How the characters handle the inflamed situation will have consequences later on in this adventure as well.

A GIRL DISAPPEARS

Just a few days later, rancher daughter Annabelle Culpepper is abducted. Her father immediately gathers a posse to find her. The player characters should take part in the hunt to get most out of the scenario.

UNLIKELY ALLIES

Soon, it will be obvious that they are all hunting the same culprits that hit at *Pleasant Creek*. They can learn more at Fort Sill and the reservation, depending on how they resolved the matter of the two native boys.

Later, the posse is surrounded by Comanches who raise the white flag. Chief Quanah needs their help to clear the reputation of his tribe. They had no part in the recent raids and want to accept the army's offer of peace, but cannot as long as people think they are guilty. If the posse wants to help them out, they could join forces to strike at Scarface and the renegades, who are guilty and currently hold Annabelle Culpepper. This will be the last raid of the Comanche.

THE COMANCHERO AND THE WARRIORS

During the attack against the renegade camp, the characters can free Annabelle and Noah's family.

They will also discover that Wes Hayden is still alive. He is the real identity of the comanchero Scarface. Mortimer Hayden has planned all attacks against the farms, while Wes/Scarface sent his renegades raiding.

SETTLING THE AFFAIR, AND AFTERMATH

If they get back to Buffalo Gap before Duke Hayden gets elected, they can get support from the law against the Hayden brothers. If not, they will have to face the pair and their gunman Wolfgang Stroder. Afterwards, it is time to decide what to do with *Pleasant Creek*. This may well end with the players leaving Buffalo Gap, riding off into the sunset.

Guest Customer (Order #49645230)

BACKGROUND

THE COMANCHES

The Comanche is a Plains Tribe, sustaining themselves on hunting buffalo. They live in tipis and speak Uto-Aztecan. They get along well with Shoshone, Kiowa, Arapaho, and Cheyenne. There is often conflict with the Osage and the Apache, however.

Differences compared with other Plains Tribes are that the Comanche neither raise their camps in a circle, rather in straight lines, nor perform the sun dance. There are also some hierarchical differences, as they have no tribal council, for instance.

The Comanches are the best horsemen on the plains. They have a bad reputation for taking slaves, though. In raiding, they kill the men but spare the women. Copper-hued women are turned into slaves or traded to Mexican slavers after being raped by the warriors. White women are almost always sold, as the Comanche get especially well paid for them. There are exceptions. Cynthia Ann Parker was not traded away even though she is white. She is the mother of the Comanche War Chief Quanah, known by white people as Quanah Parker or *"The Red Devil."*

QUANAH PARKER

White people regard Quanah as both the biggest threat in the area and as the obvious person to negotiate with, when dealing with the Comanche. He invokes fear and respect with his mere presence and is a well-known man among the soldiers.

Up to now, Quanah has relentlessly opposed white expansion and refused to enter into any peace talks. The Comanche has refused to infringe on their ancestral rights or freedoms. They are warriors who will be defeated in battle or not at all.

Recently, though, Quanah has started reconsidering his stance. There may still be ways of saving both their pride and possible venues of progress for the Comanche, even if they must give up their warrior's ways.

CHIEFS, WAR BONNETS AND DISHONOR

The tribal war leaders of the Comanche do not have to earn their status on the field of battle. Neither are they elected by others. Anyone who thinks himself worthy can make his own war bonnet in accordance with tradition – or recover a bonnet someone else has left behind – and wear it. They also have to prove their mettle by accepting all challenges from members of the tribe.

The one who perseveres is expected to put others before himself and assume responsibility for the plight of the whole tribe. A War Chief may never run from battle, unless all warriors are safe.

The war bonnet carries so much weight in the eyes of the tribe that it has to be protected at all costs. Losing or abandoning it means forfeiting one's authority, and from thereon out always being addressed as *"Big Sister"* by his tribe.

RENEGADES

Very few who shame themselves continue living with the tribe. They are free to leave, perhaps due to being unable to bear the scorn anymore. Others may be forced to leave the tribe if they refuse to follow the tribal rules or endanger their fellow warriors. They may also be shunned if they violently pursue of liquor at any cost, or if they constantly argue for the warpath despite the more peaceful wishes of the tribe.

All native people who leave their tribe are called *renegades*. They cause trouble both for white and native people, tending to be erratic from alcohol abuse and aggressively attacking homesteads. Their violence is usually directed against white people, Mexicans, and black people. The blame, though, is rarely put on the actual band of renegades who performed a particular misdeed, but rather on the whole tribe. In extreme cases, blame may even fall upon all native people.

RED KNIFE

Red Knife and his band of renegades play an important part, in *The Last Raid*. His mother and younger brother were killed when the buffalo hunters attached the camp outside Buffalo Gap. Ever since then, Red Knife has been consumed by hatred against white people, especially the local population. Being an accomplished warrior and competent leader, he stepped forward as a War Chief, making his own bonnet and all.

Red Knife still remembers the day when everything changed, a day forever etched into his spirit. He was away on a raid aimed at a new army posting to teach the enemy that it would be better to stay away. The small number of bluecoats deployed a hellish machine that allowed a single soldier to spew forth an indescribable number of bullets, mowing down warriors by the score. Red Knife panicked. He ordered a retreat and ran away as fast as possible. He lost his war bonnet in the commotion but did not pause to retrieve it. He did not consider it worth dying for.

Back in camp, he was seen as responsible for what had happened. Though no one in the tribe had seen a gatling gun before and it would have been impossible for them to win the day, but Red Knife was blamed. When they started calling him *Big Sister*, he had enough. He left the tribe and took a few warriors with him – others who had fled, but also some who wanted to continue attacking white people as much as he did. There are not many of them now, but Red Knife is their War Chief and proud of it.

Guest Customer (Order #49645230)

THE LONG WAR

The Comanche have been fighting white intruders since 1830. During the Civil War, they had agreements with both the North and the South but never stuck to anything. When other Plains tribes signed the *Medicine Lodge Treaty of 1867*, the Comanche were in discord. Some signed, but Quanah told the peacemakers to: *"Tell the white chiefs that the Comanche are warriors. We will not yield until the bluecoats defeat us."*

TEXAS RANGERS VERSUS THE COMANCHES

The Texas Rangers have long been some of the Comanches foremost enemies, especially when conflicts in between them were burning at their hottest towards the end of the 1850s. Gideon McCord, the lawman of Buffalo Gap, was a Ranger then and knows what it really means to meet the feared warriors in battle, and what it entails to track and find abductees.

ATTACK ON THE NATIVE CAMP

By 1860, settlers and buffalo hunters were raising their homesteads close to where Buffalo Gap is today. They considered the spot perfect for a town since it was placed along the most probable trade route in the area. Everything would have been perfect, if only the natives had not ruled the countryside. Everyone fit and able took up arms in answer to Mortimer Hayden's call to drive the savages away. They enlisted the aid of the local military, led by sergeant Wes Hayden, and went in guns blazing to a nearby native campsite.

The attack turned into a massacre as the warriors were away raiding. Women, children, and feeble old men were slaughtered. Tom Mallory cannot forget or put aside his regrets for what took place – regardless of how much he drinks to keep memories at bay. Others, like Mortimer Hayden, talk little about the incident. Most participants regard themselves as having been in the right. The Comanche were standing in the way of progress and civilization!

Gideon McCord and his patrol heard gun fire in the distance and headed in that direction. When the Rangers arrived, no natives were alive. McCord can still remember – with revulsion – Sergeant Hayden's glee as he decapitated the corpse of a murdered child with his sabre and kicked the head like a ball.

THE BUFFALO GAP MASSACRE

Returning warriors fell into rage and despair. They tracked the culprits to Buffalo Gap, where they took a bloody revenge. Men were struck down in fury, some being tortured to death. White people recall this day with horror. Preacher Ebenezer Whitehurst wants to see all Native people burn in Hell for what they did.

Sergeant Wes Hayden was wounded, badly burned and reported dead. His brothers secretly kept him alive. His mind has been shattered ever since.

THE CIVIL WAR

The Civil War moved military resources east. Many settlers left the area with the soldiers. Wes Hayden left his brothers and went into the wild, taking up the trade of a comanchero in the guise of the now feared *Scarface*. He has never revealed his real name.

A handful of Rangers tried to keep an eye on all of Texas. In effect, this meant giving back control of the area to the Comanche.

RANGERS ARE REPLACED BY TEXAS STATE POLICE

After the war, the *Texas Rangers* were disbanded and replaced by the *Texas State Police* – a force consisting of many black officers under the command of Union military men. They never gained any substantial support from the white population of Texas.

At this time, Gideon McCord changed his profession from Ranger to rancher, a line of work he was ill suited for. A couple of years ago he was convinced to take up the mantle of lawman of Buffalo Gap instead.

A completely different Texas Rangers corps has recently been instituted. They seem less interested in taking a stand against countryside natives, putting a greater effort on hunting down Mexican bandits instead.

THE RED RIVER WAR

Buffalo were hunted to extinction so fast that hardly any game was left for the natives by the arrival of the winter of 1873. Texans increasingly herded their cattle through native lands and hungry warriors could not resist taking their share. Wranglers asked the army for protection, as they saw all natives as hostile.

General Sheridan deployed three regiments to surround and crush the Comanche. Native villages were destroyed and native people relentlessly pursued.

At Adobe Walls, 700 Comanche, Kiowa, and Cheyenne attacked 29 buffalo hunters. The natives sported yellow war paint, as the shaman Isatai had claimed this would make them impervious to bullets. He was wrong; many fell. The attack was abandoned three days later. Before long, the army gave the order to shoot any Native in Texas who set foot outside a reservation. Nevertheless, native raiding of new settlements and smaller towns continued.

BUTCHERED HORSES AND THE WILL TO FIGHT

A mortal blow that could force a treaty was struck against natives when the army under the command of Colonel Mackenzie destroyed a shared camp of the Cheyenne, Comanche, and Kiowa at Palo Duro Canyon. Thousands of horses were killed, and any stores that could be found destroyed in order to break the natives. At large, the now impoverished natives have ceased to resist – but the Comanche cannot resign and move to a reservation as long as they are accused of plundering farms in the vicinity of Buffalo Gap.

Guest Customer (Order #49645230)

THE COMANCHEROS

Comancheros are tradesmen of the southern US and northern Mexico. They are generally despised, but when no one is watching many use their services anyway. Transactions usually take place in the wild, since comancheros tend to be wanted and native people are some of their most important trading partners. No business deal is too dirty for a comanchero; not slaves, liquor, scalps, or weapons.

The unscrupulous and bloodthirsty ways of the comancheros have made them feared and despised. People who are drawn to this career are usually outcasts even before they take up the trade. Many have only one Native parent and they never felt accepted by any society. They are used to suspicion and contempt no matter what they do. That said, some comancheros are truly guilty of unforgivable deeds and they usually commit violent acts.

SCARFACE

The most feared comanchero in the area close to Buffalo Gap is undoubtedly *Scarface*. His real identity is unknown, but it is known that Scarface is a white man with native henchmen. He is said to be erratically brutal. Anyone taken captive by him will be thrown into a guarded cage and have to sit there waiting to be ransomed, sold into slavery, or killed.

Red Knife raids any farm Scarface tells him to. Behind the moniker hides Wes Hayden, reported dead since before the Civil War. His brother Mortimer plans the attacks and lets his brother know which ranch to pick each time. Scarface and Red Knife both are hard men to keep in check, as they are often prone to unnecessary violence.

THE RAILROAD & THE VALUE OF LAND

Mortimer Hayden has bribed C. H. Whithers, the man in charge of suggesting how to lay track for *Texas & Pacific Railroad*. For that reason, he knows which properties will increase in value or not, and when plans are eventually made public. Mortimer plans to grab this land for himself in advance of the news.

Mortimer loans money at extortionate interest so he can claim land when the indebted cannot pay back in time. Gunslinger Wolfgang Stroder is sometimes sent with a hostile bid to scare people into selling their property. The stubborn few who refuse to accept his offer put both life and home at risk. Since Mortimer is a crafty forger, promissory notes tend to surface after their funeral. To him, it makes no difference if they leave this life due to natural circumstances, some tragic accident, or as victims of a native raid he ordered. If the veracity of a debenture should be cast into doubt, Mortimer is often able to outright buy the land from the heirs, since they usually want to leave the area as quickly as possible.

PLEASANT CREEK

This farm is what pulls the player characters into the adventure. Their ties to family or friends there led to (at least one of) them being named in the will. They could either be heirs or be asked to protect the interests of the widow Mollie.

THE ATTACK ON PLEASANT CREEK

13TH OF MAY 1875

Red Knife and his renegades hit the farm when Mollie was away. Noah was fishing by the river, and the rest of his family did chores. Noah's father was killed, his mother and sister abducted. From a distance, he watched the raiders leave. He saw Red Knife clearly as he left – wearing a top hat – silhouetted against the flames. Noah does not know the man's name.

OTHERS WHO MIGHT WANT PLEASANT CREEK

Good neighbor Charles Ellison is so friendly the player characters may turn suspicious. He is as kind as he seems, but may propose to Mollie a year later.

Augustus Culpepper is a rancher who wants to expand. The closeness to water in the nearby property is attractive enough for the cattle breeder to want to buy it. He is blunt, but not evil in his intentions.

THREE TICKING CLOCKS

Player characters could spend a good while in Buffalo Gap, and may well return to the area in the future. There are lots of scenario seeds built into the material, enough to last through many gaming sessions. During this adventure three different ticking clocks will push them to act and get involved in the story at hand.

WAR AND PEACE

2ND OF JUNE 1875

The Comanche are on a deadline. They have to settle for peace and show up at the reservation by June 2nd. If they cannot clear their name from any association with the current raids, there will be no peace. The war between the Comanche and townspeople will continue.

PAYING UP OR PROVING FOUL PLAY

5TH OF JUNE 1875

Mortimer Hayden presents a forged promissory note and demands to be paid in full, in two weeks, or he will claim *Pleasant Creek*. This should put some pressure on the player characters to move fast to either get the money and pay up or prove foul play.

THE ELECTION FOR SHERIFF

7TH OF JUNE 1875

Duke Hayden buys votes and support for the coming election. He will win unless the truth is revealed. The characters must find evidence to take to McCord while he is still sheriff to gain any support from the law.

Guest Customer (Order #49645230)

LOCAL ATTACKS

There have been several attacks, native raids, on farms and ranches in the area. They are all disguised to give the impression that Comanche warriors are guilty of the atrocities. That is, however, not really the case. Mortimer Hayden has asked his crazy brother, the infamous comanchero Scarface, to organize these raids. They are all directed against farms Mortimer wants to take over.

Scarface is sending Red Knife and his band of renegades to perform the attacks. They have no clue as to why one farm is selected over another, but they do not question Scarface's wishes.

The only other person in Buffalo Gap who knows what is going on is Mortimer's second brother Duke Hayden. He puts his name onto the ballot in the election of County Sheriff to stop interference from the law.

PATRICIA STEVENS

23RD OF DECEMBER 1874

Someplace between Fort Griffin and Buffalo Gap, Patricia and her fiancé Alain were attacked by Red Knife. Nobody has seen them alive since. He is dead, but she still lives. Until recently she was held captive in Scarface's camp.

JARED L. SMITH AND HIS FAMILY

3RD OF JANUARY 1875

The Smith farm, north of Buffalo Gap, is set aflame and the family slaughtered by Red Knife and his renegades. Mortimer Hayden transfers ownership of the property to himself by way of a forged promissory note.

JACOB & DOREEN WOODARD

29TH OF JANUARY 1875

Jacob is badly wounded and his wife Doreen taken by the renegades. Jacob received medical care from his neighbor Andrew Greenwell and his family for two months before regaining his health. The bank claimed the farm due to Jacob's debts. He is working on the Greenwell farm now, dreaming of a reunion with Doreen. He wants to be there if she ever is freed.

NEVILLE REED

10TH OF FEBRUARY 1875

The Reed farm is situated just north of Buffalo Gap, close enough that a raid would alarm the town. Mortimer Hayden decided on a different approach to get it. He sent his enforcer Wolfgang Stroder to play a hand of cards against Reed at *Duke's Gambling Palace*. Stroder accused Reed of cheating, and as soon as the farmer reached for his gun he was shot down. Mortimer then grabbed the land with a forged debenture. No Comanche was blamed for Reed's death.

EZEKIEL & HANNAH WALKER

18TH OF FEBRUARY 1875

As some of the first settlers in Taylor County, Ezekiel and his brother Jethro returned from the war to make themselves a home in the area. Ezekiel and his wife Hannah bought land north of Buffalo Gap to breed horses. Jethro raised his tent in Buffalo Gap itself, soon starting the saloon *The Drunken Dog* there.

Red Knife and his renegades attacked the farm, killed Ezekiel, and abducted Hannah. Mortimer Hayden took over, using his regular forgery.

Jethro is convinced of foul play, as he is well aware his brother did not trust banks and certainly not Mortimer Hayden. Jethro spoke to Sheriff McCord, but there was nothing the lawman could do without proof.

VAUGHAN BROTHERS' FARMS

27TH OF MARCH 1875

Nathan and Wesley Vaughan were neighbors north of Buffalo Gap. Both farms were attacked on the same night by Red Knife and his band. The brothers, Nathan's wife Elisabeth, and Wesley's sons Nathan Jr and Mark were killed. Wesley's wife Margret and Nathan's daughter Bernadette were taken captive. Both farms have been claimed by Mortimer's bank.

CHARLIE & DENNIS HUNT

22ND OF APRIL 1875

South of Buffalo Gap, Charles Hunt and his 15-year old son Dennis had a farm. Both were killed in a raid. The property fell into Mortimer's hands due to a forged certificate of debt, specifying the farm as security.

MICHAEL TALBOT

7TH OF MAY 1875

Michael Talbot was indebted to Mortimer Hayden, but unable to pay up when the loan lapsed. The banker and his hired gun Wolfgang Stroder arrived at the farm to claim it. Michael Talbot met them in the yard, rifle in hand, telling them in no uncertain terms that neither he nor his family would move. Stroder gunned him down. The family left the area immediately after the funeral. The property now belongs to the bank.

THE ATTACK ON PLEASANT CREEK

13TH OF MAY 1875

Red Knife and his renegades hit the farm when Mollie was away. Noah was fishing by the river, and the rest of his family did chores. Noah's father was killed, his mother and sister abducted. From a distance, he watched the raiders leave. He saw Red Knife clearly as he left – wearing a top hat – silhouetted against the flames. Noah does not know the man's name.

Guest Customer (Order #49645230)

RUMORS

The player characters can pick up a number of rumors circulating in Buffalo Gap. Some of them are true or do at least have an ounce of truth in them. Others are pure speculation or even deliberate lies to smear somebody. All of them will give the characters an idea on the mood in the town and what people gossip about. They might follow some rumors to find a clue, or even a side quest.

FALSE COMANCHES

Some farmers believe that the recent raids have not actually been made by Comanches at all. Instead they believe the culprits to be Mortimer Hayden and his guards, in disguise as false Comanches.

This rumor is not true, but Mortimer Hayden is involved in another way. He us ultimately responsible. They got the core fact right but the details wrong.

LAWMAN WANTED FOR MURDER

Employees at *Duke's Gambling Palace* claim *'in confidence'* that County Sheriff Gideon McCord is wanted for murder in New Mexico.

A false rumor, originating from Duke Hayden's smearing campaign. No lies are too gross for them to put out in the public. Duke Hayden himself stays clear of spreading this rumor and pretends not to have heard it before, if asked about it.

WEDDING PLANS

Duke Hayden and Rebecca Blackwood are said to be a couple, planning a wedding after the election. If she ever writes something less than charming about him it is only due to her not wanting to seem too biased to be trusted. Some who talk about it are not that cynical or critical, but rather just happy about the love story. In a town plagued by raids on local farmers, harmless news like this is a welcome change of conversation.

The rumor is utterly false, even though Duke would wish it to be true. He might even have said as much at some point. Rebecca, however, despises Duke and would be furious if she heard this gossip.

THE CALIFORNIA GOLD TREASURE

Many residents of Buffalo Gap consider this to be a tall tale, but at the start of the 1850s a couple of miners returned eastwards from the prospecting grounds of the California Gold Rush. They were ambushed by Comanches near town, but managed to hide their gold as night fell. Then they escaped into the dark. Neither the miners nor their gold were ever seen again.

This rumor is true. The miners were all killed the following day close to Cedar Creek, east of Buffalo Gap. Their skeletons still lie there but can be hard to find. One of the skeletons has a roughly sketched map of where the gold is hidden in his belongings, should the skeletons be found and examined.

The gold still remains where they hid it, buried beneath what is now the town church. Three feet down lie a few threadbare sacks containing six pounds of gold worth $1.900.

If anyone finds the bodies and follow the map, they can find the gold. Getting to keep it may prove harder since Whitehurst will claim it belongs to the church.

FULL CHARGE SCALPING

The Comanche are said to be able to scalp a person at full gallop, with no slowing down. Should you meet them out in the wild or when they attack your farm, you may encounter this treatment up close and personally.

This is a partly true rumor. A proficient rider could acccomplish it, but most warriors would wait until they had dismounted. If they take a scalp, they want it to be part of a ritual, not some rushed spectacle to impress those who are close by.

QUANAH EATS BEATING HEARTS

Quanah is often called the cruelest Comanche warrior of them all. He is said to cut out his enemies' hearts and devour them while the hearts are still beating.

A false rumor, used to make the feared warrior even scarier than he already is perceived to be.

LOST TREASURE OF THE CONFEDERACY

Close to the end of the Civil War, a group of Confederate soldiers are said to have stolen a chest of gold from the Yankees. A quarrel in the group ended with several dead rebels. Wounded survivors hid the gold south of Buffalo Gap, in the vicinity of Elm Creek. Some claim that Augustus Culpepper was one of them, and that he has returned to the area to get the gold.

Both rumors are false, but trying to follow them up may stir up some trouble.

TORTURE

The Comanches are said to practice particularly brutal torture, such as roasting captives over an open fire, castration, skinning people alive, pulling out their intestines and tying them to a spear as food for vultures, burying people to the neck and cutting off their eyelids, tying them up and leaving them on an anthill, and other horrifying torments.

This is partly true. Nevertheless, the Comanches respect courage. A captive who shows no fear when faced with torture can very well be embraced as a warrior in the tribe.

Guest Customer (Order #49645230)

AGENDAS

The game world never rests still, waiting for player characters to act first. All of the people they encounter have their own plans, dreams, and goals. They will try to fulfill their own agendas, not simply react to whatever the characters do. The Game Master should keep the NPCs' plans in mind, since it may affect what they do or how they react during game play. To make it easier to access the information, you find some of the more important non-playing characters here.

MOLLIE CONCANNON

The widow is shocked and grieving. She would like to get revenge for her husband James' death, but even more important is vindicating him and restoring his reputation. She wants to rebuild the farm and continue working and improving it like they planned.

The promissory note leaves her aghast, even though the signature looks like her husband's. She finds it hard to believe he would have kept such a thing a secret, but that signature makes her too hesitant to protest. Something is wrong, though, and she knows it.

Ever since the attack, she has been insisting on young Noah feeling at home at *Pleasant Creek*. His loss is as great as hers.

Mollie will appreciate the presence of the characters, and treat them warmly – as long as they contribute in some way. Repairing everything is a big workload. Characters who sit around being lazy will be encouraged to get a room at the *Buffalo Gap Hotel* instead.

NOAH OAKES

Noah actually saw the last raider in a top hat riding away from the farm. The other attackers were already far off, with his mother and sister who was taken captives. He only saw the raiders at all due to the fire that lit the sky when he was on his way back from fishing. He ran as fast as he could, but was too late.

When he reached the house, both his father and Mr. Concannon were dead. His sister Bea had dropped her ragdoll on the front porch and he found a strip of cloth from his mother's dress close to a locket necklace he had never seen before.

If the player characters seem interested in helping him find his family, Noah tells them everything and hands them the locket. His greatest wish is to save his family from the Native warriors that took them.

Noah also feels responsible to keep Mollie safe.

CHARLES ELLISON

The closest neighbor is a friendly widower who took care of Noah after the attack and sent for the sheriff. Ellison makes it a habit to drop by with a casserole, asking if there is anything he can do. His motive is pure, even offering to lend some money to pay back part of the amount Mortimer Hayden is demanding.

In the long run, he is hoping to woo and marry Mollie. The two farms could merge and his own little ones would have a mother again. He would never dare to breathe a word about these aspirations for at least the next six months.

Ellison is neither a violent man nor an Indian hater, but he nevertheless participates in the posse searching for Annabelle Culpepper. It could, after all, easily have been one of his children who were abducted!

In the election, McCord will be his natural candidate. The former Texas Ranger is a strong, reliable man.

AUGUSTUS QUENTIN CULPEPPER

Culpepper is the top ranch owner in the area. He wants to expand, and get access to more water. He puts a bid on *Pleasant Creek* for just those reasons. In case the widow decides to leave, he wants to be first in line to acquire the property.

Culpepper is a stern man of few words, treating others curtly in a way that could easily be misconstrued for hostility.

The only one not treated to curtness is the apple of his eye, Annabelle. When the native warriors abduct her, he raises Hell in order to gather a posse big enough to liberate her.

Culpepper hates all Natives and want them permanently driven out of Texas. He can see no fault in stringing up a few savage boys, for instance. He does not trust Quanah Parker, but when it comes to saving his daughter, he would make a pact with the devil himself if that is what it took. Thus, he will give the man a chance as long as they save Annabelle first.

Duke Hayden is Culpepper's favorite in the election. McCord tends to be a little too strict with his cowboys.

ANNABELLE CULPEPPER

At heart, Annabelle is a cute and slightly spoiled girl. She dreams of leaving Texas and go to a big city, with its high society. She can easily be charmed by a dashing, educated character, but cares little for ruffians.

As an abductee, her only wish is to be free.

REBECCA BLACKWOOD

The editor of the town's newspaper is ever on the hunt for stories. Her paper regularly makes demands of the army to do more to keep the area safe from natives.

The newspaper has still not taken a stand in the election for sheriff. She does not want to write about it due to her disgust for Hayden and his awful attempts at courtship. Revealing her derision publicly would be unwise, though, since he is well regarded in town.

Guest Customer (Order #49645230)

Rebecca accompanies the posse, suspecting that Annabelle will need consolation from a woman when she is eventually found. That sense of obligation is stronger than any self-preservation due to the dangers.

Since her father's death in the massacre of Buffalo Creek, she hates the Comanches. Her hatred is not blind, though. It is possible to convince her that they should trust Quanah Parker.

She can also be trusted to tell any uncomfortable truths that need to be told to the world about what has actually transpired here. That is the role of her newspaper and she takes it very seriously.

DUKE HAYDEN

Duke wants to be the Sheriff to please his brother Mortimer, but also to gain the respect and liking of his peers. This is really why he runs the saloon too.

Mortimer is the schemer in the family. Even though Duke is aware of his brother Wes being alive in the guise of the comanchero Scarface, he has never fully considered what Wes actually does as a comanchero or the possible consequences. His brother is scary, but he is still blood. Still, Duke would deny even knowing Wes was alive, should anybody ask him about it.

Duke wants to marry Rebecca Blackwood. He does not mind that she acts completely indifferent to him. He is certain he will be able to charm her over time. He will make her fall in love with him.

Duke loathes Native people. He is not in Buffalo Gap when Annabelle Culpepper is taken captive, being out and about in the county to make speeches instead. He does not come back in time to join the posse.

MORTIMER HAYDEN

The banker has a dirty finger in just about every pot in and around Buffalo Gap. He owns a great deal of land in the town and the surrounding area, but is always hungry for more. Primarily, he wants to secure the properties in the way of the coming railroad – a route only he is privy to, at least for the time being. He has bribed many responsible for laying the track down to keep it that way.

Mortimer is not shy of using ugly means to achieve his ends, whether this would require forgery or outright attacks. In cases where there is a real monetary debt to the bank, he either sends his hired gun Wolfgang Stroder to collect or he asks his brother Wes, the comanchero Scarface, to see to setting up a raid performed by his band of renegades.

In the struggle for control over the area Mortimer pushes his brother Duke to secure the office of County Sheriff. If things go well, he can rest assured of avoiding any unpleasant surprises from the law.

Mortimer wants to keep all the brothers' dirty secrets buried, at any cost. This includes the facts of Wes being alive and their collaborative attacks.

WOLFGANG STRODER

The gunman hates Texas and Buffalo Gap, but has no complaints when it comes to running errands for Mortimer Hayden. The banker is not shy on what he wants or that he prefers to see those not willing to abide by his rules dead. Brutality does not really affect Stroder, but he avoids doing anything illegal. He knows he is not a well-liked person and would not want to stand trial and hope for a jury to proclaim him innocent, no matter if he is guilty or not.

Stroder does not participate in the posse out looking for Annabelle. His job is to protect Mortimer Hayden and the bank, not babysit a posse not really cut out for the fight they have taken upon themselves.

GIDEON McCORD

The lawman has a past as a Texas Ranger. He is a righteous, honest man who would not act against men like the Hayden brothers without good reason. If you go after the people with power you had better get your facts straight, to make the accusations stick. If not, it is just a waste of time, that will have dire consequences. On the other hand, if the evidence is solid he is not afraid to act and stand up for what is right.

McCord is not in Buffalo Gap when Annabelle Culpepper is taken. He left town to pursue a couple of horse thieves who struck against a ranch east of Buffalo Gap – a coincidence that could be the tipping point for his hopes to be re-elected if the posse is not able to save her. Culpepper will hold him responsible, even if it is not really fair to do so.

EBENEZER WHITEHURST

The preacher hates Native people more intensely than anyone else in Buffalo Gap. Whitehurst will under no circumstances refrain from urging harsh measures against any savages, such as young boys on the run.

He will take part in the posse, but will refuse to trust Quanah and his Comanche warriors to be allies. Should the others take their offer, he could even rashly try to kill Quanah if he gets an opportunity.

Should Whitehurst ever learn the truth of Mortimer Hayden's deceit, he will rain down Hellfire on Earth and demand the man gets a severe punishment.

TOMAS MALLORY

This drunkard wants to come to peace with his own conscience, and in some way make up for the massacre he took part in many years ago. The memories have haunted him ever since, no matter how hard he tried to drink to forget. He joins the posse to save the captives and make sure it does not end in a new massacre. Maybe a happy outcome can chase some of his nightmares away?

He could turn out to be an important source of information for the player characters.

Guest Customer (Order #49645230)

JIM FLETCHER

The unscrupulous bone hunter is an experienced outdoorsman. He would do anything for cash, including turning in the native boys from Fort Sill and securing a place in the posse. After all, in Buffalo Gap there is a reward of $2,000 for Quanah. Saving Annabelle is the right thing to do, but his focus will be to try to get hold of that reward for Quanah. He is no stranger to lies and deceit. Should everybody else choose to accept the chief's proposal, he might just pretend to play along. Still, given a chance to stab Quanah in the back at some time, Fletcher will take it.

AMOS WALSH

Amos is an Irish Sergeant at Fort Sill who might recognize Scarface as his former comrade-in-arms Wes Hayden. The meeting and revelation would however come as a complete surprise to him, since he has been convinced that Wes Hayden died back in 1860.

Amos could turn into a source of information for the player characters, as he is well familiar with both Wes Hayden's face and his violent nature.

Just like McCord, he has fought the Comanches for a long time. He has seen all the downsides of war, the terror and the sorrow. That is a major reason why he realizes the importance of a peace treaty. If the Comanches are willing to settle down, the posse would be crazy not to help them achieve peace. They would all be safer afterwards if their mission is a success.

At the same time he is aware of Quanah's abilities on the battlefield. He will not relax completely or trust anything the Comanche chief says. It is better to be safe than sorry.

RANDAL S. MACKENZIE

Colonel Mackenzie wants to be a general again, to regain the status he once had and never should have been demoted from. The only way he will be able to accomplish that feat is to defeat the Natives. He has put the Comanches to an ultimatum: lay down your arms and show up at Fort Sill or die. Should they resist he will not hesitate to kill them all. Whatever they choose to do, he intends to stand by his word. Making peace or killing every god-darned son of a … It makes no difference to him.

He is far from popular in his own ranks, due to all the sadistic disciplinary measures he enforces on soldiers under his command, often for mere trivialities.

QUANAH

Quanah is the best known and most feared war chief of the Comanche, at least according to the US Army and the newspapers. He is a proud man and cares deeply for his fellow Comanche. The most important thing is to do right by them. For the longest time Quanah had no interest in peace treaties and negotiations. The Comanche are warriors. You should have to defeat them in battle to gain peace.

Still, the war has gone on for a long time – decades of fighting without any end in sight. The army's recent butchering of riding horses and livestock by the thousands, animals belonging to the Comanche and other Plains Tribes, really shook Quanah to his core. It makes him want to accept Mackenzie's treaty, even though he despises the way it was delivered. The time for battle has passed. What is needed now is to defeat the whites by their own means. He has ideas on how the tribe should be able to prosper once they settle down on a reservation.

But that is all if he is to be able to surrender. He must first put a stop to Red Knife and his renegades, if only to clear his own warriors' names. Sure, the Comanche have raided many farms over the years but now they are innocent.

He realizes it will be hard to clear their names on their own. That is why he wants to co-operate with the posse. His proposal is sincere and he has no interest in backstabbing anybody. He will not let himself be provoked by any hotheads in the posse and he has made his men agree to refrain from violence towards any of them. Unless they must act in self-defense, that is.

RED KNIFE

The leader of the renegades has a black heart, brimming with bitterness, hatred, and a lust for vengeance. These feelings are directed at everybody, from the cursed whites who drive native people away from the open prairie, to the warriors of his own tribe who scorned him for fleeing the field of battle and called him *Big Sister*. As if any of his persecutors had ever seen a machine gun before! All of them would run. There is no point in dying for no good reason. He cannot accept the harsh judgement they all were ready to pass on him. If they all get blamed for his raids now, they deserve it.

Red Knife wants bloody retribution and has found a kindred spirit in Scarface. The comanchero is a crazy, erratic white man but he burns with same, hot malice as Red Knife. In his capacity of obvious leader of the warriors, Scarface treats Red Knife with respect.

SCARFACE

Wes Hayden's contempt is all-encompassing and his hatred is strong. Only violence, death, and fire can sate him, at least for a while. Simultaneously, he is cold enough to be able to lead his band of outlaws. As long as everybody gets what their darkest lusts demand, things hang together. Should anybody protest, he will punish them in a gruesome manner.

Wes obeys his brother Mortimer's commands, but there are times when his hatred flares even against his brothers and how they use him for their own gain.

Guest Customer (Order #49645230)

EVENTS

After receiving the letter and travelling to Buffalo Gap, the adventure consists of two main acts. Time spent on the farm can be mixed with trips to town on various errands, chatting up the locals, or visiting the saloon. Scenes listed here do not necessarily need to be played according to their default dates. You can also easily enter more events of your own.

The second act should start with the player characters joining the posse going after the raiders to save Annabelle Culpepper.

The final confrontation and epilogue both take place back in Buffalo Gap.

THE LETTER

A character with a fitting background – a possible relative that could have moved to Texas to start a farm – receives a letter from the lawyer Reginald Hornsby in Buffalo Gap. It seems as if their relative has recently passed on. It could be an uncle that may have held the character in high regard. Or perhaps an older cousin, if you do not want to interfere too much with the people listed in the *Family Tree*. The player character could also be related to Mollie, who just lost her husband James Concannon. You can change their names to better suit the character's relatives.

The character is invited to the funeral and to hear the reading of the will.

BUFFALO GAP — MAY 19TH 1875

The characters arrive at Buffalo Gap on a Wednesday, either travelling by horse or a coach run by the *Texas Express*. The town seems to be bustling with activity. Several establishments look like they have just opened for business. Construction is going on all around. A new County Sheriff will be elected soon, judging by the many posters proclaiming: *"Duke Hayden for Sheriff!"*

There are no instructions for how to get to Mollie's farm in the letter, but the group can contact Reginald Hornsby at his office or ask just about anyone for directions. The farm is called *Pleasant Creek* and it is situated southwest of Buffalo Gap, an hour or two away on horseback. The easiest route is to follow Elm Creek. The townsfolk will tell the player characters that Mollie was widowed after a Comanche attack the other week. If the player characters reveal that they are relatives to the deceased, they will be met with sympathy. James was well liked in this town.

What happened was not the first attack in the area lately. Comanches under Quanah have been on the warpath for six months now. Several farms have been struck, with the men killed and women and children captured. Many voices are now being raised for calling on the army to protect the local farmers.

PLEASANT CREEK — MAY 19TH 1875

It is obvious from far away that there has been a fire at the site. Only blackened stumps remain from one of the structures. The main building seems to be largely fine, even though the porch roof looks a little scorched. As the group enters the yard, Mollie steps out with a raised shotgun. She orders them to stop and asks what their business is here. They only need to reveal who they are, however – or be recognized, should they know Mollie from an earlier encounter – to be welcomed with more warmth. She lets them in, after seeing to the horses and putting them in the wagon barn, since it was the stables that burned to the ground.

Mollie serves cassarole, fruit pie, and coffee. She can tell them that her husband was killed during the Comanche attack. She was on a visit to her sister in Cottonwood Springs when it occurred; she regrets being away. Mollie is a sharp shot and would have liked to be here to send some of her husband's killers to Hell. The young black boy who witnessed it all happening, Noah Oakes, now lives with her. His father was also killed in the attack. His mother Nora and sister Bea were taken by the Comanche.

The native warriors in the area have been restless, lately. As many as six estates have been attacked in the last six months. Men are always killed, women and children taken captive, and their farms burned to the ground. Families who have escaped this misfortune are now looking to sell their lands and move east. Mollie, however, is determined not to give up.

The group is welcome to stay in their son Joseph's house, which is vacant since he passed away. Mollie expects them to pitch in with everyday work if they do.

THE TALE OF NOAH — MAY 19TH 1875

In the evening, Noah arrives with a catch of half a dozen Guadalupe groupers he caught in the creek. At first, he regards the characters with suspicion, but at Mollie's insistence, he will tell them what he saw.

Noah had been fishing and was returning home when he heard gunshots and war cries. The evening sky was lit with fire from the direction of the farm. He ran as fast as he could, and at a distance of a few hundred yards caught sight of a group of Comanches leaving. Most of them disappeared into the dusk, but the last of them was a figure on horseback that drew eye. Noah could clearly see him against the flames, holding a bloody scalp in his left hand and wearing a top hat. The warrior yelled in triumph and urged his horse on.

Noah ran into the yard and found Mr. James and his own father Ben lying dead on the ground. They

Guest Customer (Order #49645230)

had been scalped. His mother and sister were nowhere around, but Noah found a strip torn out of his mother's dress and a locket he had not seen before. His kid sister's favorite doll was still sitting on the porch.

Noah ran to the closest farm and told the neighbor, Mr. Ellison, what had happened. Ellison brought the boy to Buffalo Gap and in turn told the sheriff. Half a dozen men went to *Pleasant Creek*. The local undertaker, Russet, brought the dead back to town.

The next morning, Noah accompanied the posse. They could track around a dozen riders on unshod animals, but chose to turn back at Mulberry Creek before darkness fell. The Comanches did not have any white people captive, after all.

Noah still keeps the locket he found in the yard. The chain is torn, but there are portraits of a man and a woman inside. Neither Noah nor Mollie recognizes them. The story intention behind the locket is to make the characters talk to townspeople and farmers in the area. When they start asking around, restaurant owner Daniella Stevens will recognize her daughter Patricia. The man, she guesses, must be her daughter's fiancé Alain Cassel – someone she has never met personally. The couple was coming to see her four months ago, but they never arrived.

THE BURIAL — MAY 20TH 1875

Thursday morning, characters wake up to the smell of freshly baked bread, coffee, eggs, and bacon. Mollie has already started working. After breakfast, she hands out chores. At least two people need to drive to Buffalo Gap and pick up the coffin her husband is resting in at *Pete's Practical Emporium*. The rest can start repairing the porch roof or clean up around the burned down stables.

Funeral guests start arriving in the afternoon. Father Ebenezer Whitehurst is first among them. Some of the other guests are Reginald Hornsby, Charles Ellison, Duke Hayden, Rebecca Blackwood, Gideon McCord, and Tom Mallory. In his service, Whitehurst speaks more about punishing the Comanches than he talks about the deceased, or for that matter, the Lord.

Everybody is very sympathetic for the loss. Some see the Comanches as a permanent scourge they must endure. Others speak of relatives or friends who have suffered similar fates. Duke Hayden, for instance, tells of his brother Wes, who was killed by the Comanche when defending Buffalo Gap before the Civil War.

Ellison mentions helping out with building a new stable when he speaks with Mollie. He is the one guest actually offering to lend a helping hand during these troubling times. The others are all nice but they have enough to deal with in their own lives.

Hornsby is happy that the player character group is here. He wants them to come to his office in Buffalo Gap the next day.

THE LAWYER AND THE INHERITANCE — MAY 21ST 1875

Friday morning, everyone gets ready to go to Buffalo Gap and see Attorney at Law Hornsby. He will read the will of the deceased. The Game Master will now have to decide what serves the group best. They could for instance inherit a 49% share of the farm and its lands, leaving 51% to the widow Mollie. The character who received the letter could, instead of actually inheriting any part of the farm, be asked to act as a trustee. His or her relative may have put the character in his will in order to safeguard the interests of his wife, as the character has always been a trusted person in good standing with the deceased. The important thing, here, is to make the players feel a responsibility for taking care of both Mollie and *Pleasant Creek*.

THE PAPER AND THE TRUTH — MAY 21ST 1875

Stepping out of Hornsby's office, the group bumps into the reporter and editor Rebecca Blackwood. She wants to talk to Mollie for the newspaper. She has already written about other victims, and can share that her own father was killed by the Comanche before the Civil War. Mollie, however, has no wish to appear in the town paper. Rebecca then turns to the characters and asks if she can interview them instead, seeing as they are the latest arrivals in town.

Before returning to *Pleasant Creek*, Mollie wants to go to the lumber yard to get building materials for her new stable building.

In case the characters are exploring town and chatting with the townsfolk, they can get to know a few of the residents or hear some of the rumors circulating.

THE BANK AND THE MONEY — MAY 22ND 1875

Saturday morning, the banker Mortimer Hayden and his gunslinger visit the farm. Hayden claims that the deceased had taken a loan with the estate as security. The debt is now due to be paid. Out of respect, he did not want to show up before the funeral. The characters and the widow have two weeks to pay the debt of $2.000, or the bank will assume ownership of the homestead.

Mollie is in shock. She had no idea that her husband was in debt, or what he might have used the money for. She does, however, recognize his signature on the bond, so she has to accept that what Hayden says is the truth. It seems unlikely, but obviously she did not know her husband as well as she had thought she did. Mollie is not in a position to pay the debt. All she owns is the humble sum of $230. She does know that her neighbor Talbot was shot dead when he could not pay and refused to leave his property. He was gunned down right in front of his family.

Guest Customer (Order #49645230)

In case the characters have the full sum and choose to pay the debt, they will receive the bond. Hayden acts relieved that everything could be settled so easily, but in reality he immediately starts planning a new attack.

A HELPING HAND — MAY 22ND 1875

Hayden hardly has time to leave before Ellison arrives to help with building the new stables. He wants to lend a helping hand in this grave hour, but also show himself to be a handy, trustworthy pillar of dependability to Mollie. Should he learn about the debt, he offers a loan of $500. The rest of his assets consist of land and cattle.

A RUDE OFFER — MAY 23RD 1875

Sunday morning, ranch owner Augustus Culpepper arrives on horseback, accompanied by his foreman Dexter Greyson and half a dozen of Culpepper's cowboys. Culpepper hardly bothers to dismount before gruffly saying: *"I'll give you $1.000 for the farm, if you sell it right now."*

He has little patience with waiting while people think his offer over, and even less with people having their own ideas. Should he be denied, the situation can turn ugly. Culpepper warns everybody this will not be the last time they will hear from him. Then he jumps into the saddle and storms off.

What he wants is water rights, but not at any price. He does not really want to coerce or push anybody. Culpepper is not going to turn violent on his neighbor. He is simply not used to being told off.

DOES GOD HATE THE COMANCHE? — MAY 23RD 1875

In the Sunday sermon, father Whitehurst spreads even more hate about Comanches and other native tribes than he did during the burial. Most of the town is in church, and there are lots of opportunities to speak with people and hear gossip once the sermon has ended.

A BOUNTY ON QUANAH — MAY 24TH 1875

As Monday dawns, the whole town has been plastered with wanted posters. The Comanche War Chief Quanah has a bounty of $2.000 on his head, and his warriors all have a bounty of $100 each.

Mortimer Hayden seems to be responsible for this poster campaign. He wants to stoke the coals and fan the flames, so that more homesteaders become frightened of attacks and choose to pick up and leave.

SHOVELING AND SPEECHES — MAY 24TH 1875

A crowd is watching as Mayor Langford puts down the first stone for the new court building. Rebecca Blackwood is in place to write a piece on the occasion.

This is a good opportunity for the candidates in the coming election to show off. Taylor County is soon going to elect a County Sheriff. The contestants are the present sheriff Gideon McCord, a former Texas Ranger, and Duke Hayden. Both are present at the stone-laying ceremony, but only the Mayor and Hayden are holding any speeches. McCord leaves before they start to talk.

Duke Hayden states that the Comanche must be exterminated, to make place for civilization setting root in the virginal county. After the reception, he invites everybody to have a drink at *Duke's Gambling Palace*. Most go to the saloon and have a shot of whiskey on the house, while Hayden continues to explain why he believes he is the best and more or less only choice for future sheriff.

Tom Mallory never says no to a free drink, so he comes along. He is stopped at the door by the bouncer Douglas Turner, and unceremoniously thrown out. Mallory gets up, dusts himself off, and picks up his hat before slinking away towards the *Drunken Dog Saloon*. If possible, a player character should witness this all take place, so they can follow Mallory and try to talk with him if they choose to do so.

THIRST AND TRUTH — MAY 24TH 1875

The drunkard Tom Mallory and his brother Sean participated in attacks on the Comanche before the Civil War. Tom killed a woman and child, and he is still ashamed of what he did. The brothers later witnessed the native warriors taking their revenge. Sean was killed in the Buffalo Gap Massacre. That same incident saw Tom seriously injured.

Tom is feeling responsible for the Comanche's attacks. He believes they are on the warpath as a reaction to what white people did to them first. He drinks to forget, and to quench the voice of his conscience. He is feeling so guilty that he has repressed his own misdeeds to a certain degree, but can be guided towards admitting his own part in the development if the player characters seem sympathetic.

Anyone who offers him liquor can loosen Tom's tongue. He will answer a drinking buddy's questions. The drunker he gets, the more he will prattle. At first, he will tell horrible tales about the Buffalo Gap Massacre and all the townsfolk who got killed or hurt. He will curse the heathen Indians and show the ugly scar he got to remember what happened by.

A couple of glasses later he will talk about those who died, and those who did not. Some of those who were there back then still reside in town.

Well into intoxication, Tom's bad conscience starts riding him and he can no longer avoid mentioning what he, Sean, and the others did in the Comanche camp. He eventually blurts out that the recent attacks surely must be their fault.

Guest Customer (Order #49645230)

Should the group continue to serve him drinks and a friendly shoulder to lean on, Tom will break down completely. Crying, he will go into gory detail on particular sins and confess to pretty much everything bad he has ever done in life. Shortly after that, he will fall asleep on the table.

ANNABELLE MAKES AN ENTRANCE — MAY 25TH 1875

Tuesday, Annabelle Culpepper visits *Bellegarde's Haberdashery* in Buffalo Gap. Bellegarde has just unpacked and ironed the latest high fashion items of clothing and accessories ordered from Charleston.

Coachman "Old Abe" Jones, a black man, is carrying miss Annabelle's luggage for her. Hat boxes are stacked so high that Abe has little chance of seeing where he is going. As he exits the store, he happens to walk right into the character in the group with the lowest VIGILANCE roll. The servant drops his load, and one box splits open, spilling its contents into the mud.

Annabelle immediately turns furious. She jumps at both the player character and her coachman, battering the latter on his back with her parasol. Old Abe hurries to pick up her belongings and load them on the carriage, profusely apologizing both to his mistress and the characters.

Should someone put in a good word for the coachman, Annabelle grows even more wroth. The only way to calm her down is to be a gentleman, preferably also acting in the capacity of a well-groomed Southerner of wealth and charm. Annabelle will blush and behave at her best towards such a man, while frostily ignoring everyone else.

THE LAW, OR THE ROPE — MAY 25TH 1875

Bone collector Jim Fletcher rides into town on a coach loaded with buffalo bones. Two young Comanche boys stagger in the dust behind, tied by rope to his wagon. They are fugitives from their reservation in the Indian Territory and they only speak Uto-Aztecan. On the coach box, Fletcher has his shotgun within easy reach. He is on his way to the sheriff with the couple of alleged horse thieves. Fletcher intends to turn them over for the promised bounty of $200.

Before long, a crowd gathers. The situation quickly starts turning ugly. People – even children – start pelting the prisoners with rotten vegetables and stones. Fletcher will raise his shotgun at anyone crossing his path, and politely ask them to step aside. He will accept no delay in his mission. Not that he really cares about native people or what will happen to them; he just wants to get his reward first.

Any player character who tries to speak with the captives will be hushed by Fletcher, who irritably tells them to hop along to the sheriff's office and continue gossiping there. Sheriff McCord is already waiting. He will take the prisoners and lock them up. Player characters will not be allowed into the office, but are asked to wait outside.

Many more people arrive, some armed and several of them carrying rope. They only part for Ebenezer Whitehurst and Duke Hayden. Everyone knows where the two of them stand when it comes to Natives. The pair demands that the sheriff turns the captives over. These Native boys deserve to hang for what their kind has done!

Gideon McCord is holding his own against the lynch mob, refusing to release the boys. He keeps his Winchester ready. Fletcher actually joins him, though only to safeguard his bounty money. Just try and get between him and his prize! He will not let anything happen to the boys until he has been paid.

Player characters will have to choose a side here. Their actions will decide the outcome of this confrontation. It is a choice with consequences. If they step up to stand with the sheriff, they will be branded as *Indian lovers* in town. McCord, however, will be genuinely grateful. From then on, he will trust them, and easily allow them to speak with the prisoners if they would like to. Future dealings will also be affected by their actions now.

On the other hand, should the characters side with the mob they will be embraced by people who think that enough is enough, a line has been drawn, and action must finally be taken against Native people. The law will distrust them, should they choose to stand with the mob.

In case they do not act or hesitate too long, everyone will look sideways at them.

SOLDIERS — MAY 26TH 1875

Wednesday afternoon, eight soldiers under the command of veteran sergeant Amos Walsh ride into Buffalo Gap. They have set out from Fort Sill in the Indian Territory and are hunting for some young natives who have illegally left the reservation.

If the player characters stopped the lynch mob, yesterday, the boys remain in their cell at the sheriff's office. The soldiers will be able to collect them. Should they have been lynched, Walsh investigates what happened, who said and did what, and who seems to carry guilt. He will not arrest anyone but will report all his findings to Colonel Mackenzie.

The soldiers stay overnight in Buffalo Gap before leaving. Gideon McCord and Amos Walsh are old acquaintances to Walsh. They will share a bottle of whiskey at the office and speak of bygone times. Characters that made a difference at stopping the lynching are invited to come and join them. This way they can get some more background on what is happening at the fort and learn about the ultimatum Quanah has received to surrender or see all Comanches killed.

Guest Customer (Order #49645230)

STAGECOACH OF THE WEEK — MAY 26TH 1875

In the afternoon, a stagecoach arrives. A Boston businessman and a young widow seek shelter, but plan to carry on as the coach leaves tomorrow morning. Three passengers, however, intend to stay.

The ageing black jockey Lucky Baz has heard tell of the unusually fine mustang breeding in the area and wants to start organizing races and betting operations.

A man by the name of Shian Tze intends to open his own laundry business far away from Tong influence, but has a problem with the English language.

Grady Ross has heard of this boomtown and is convinced that he can sell mail order housing to newcomers. *"Start your own business in just a few days!"*

A YOUNG LADY VANISHES — MAY 28TH 1875

As Old Abe is driving Annabelle Culpepper from her ranch to Buffalo Gap, Friday, three of Red Knife's renegades catch sight of her. They are immediately certain that this blond woman will fetch a handsome price on the slave market. Yellow Dog and Lazy Coyote shoot an arrow each, and the coachman tumbles off his box. Annabelle tries to flee on foot, but Slow Bull catches up to her on horseback and hauls the girl in. Yellow Dog scalps the coachman and leaves him for dead, while Lazy Coyote cuts the horse loose and takes it for his own. They all gallop eastwards.

Player characters in the vicinity around noon can happen upon the deserted coach (if they do not, it will be discovered by Culpepper's foreman Dexter Grayson). Anyone who closes in on the scene finds what looks like a corpse on the roadside. The wounded man is the coachman Old Abe. At first sight, he looks to be dead, but he might actually survive if he gets medical care quickly. If not, Old Abe will spend his last breath gasping that three Comanches took the young miss Annabelle. The warrior who scalped him wore a yellow shirt, a soldier's vest and kepi. Shuddering throughout, Old Abe will either faint or die after delivering his message.

A player character who succeeds at a Track Skill Check or Vigilance roll can determine what transpired here with some measure of certitude.

Augustus Culpepper immediately wants to set out after the miscreants, but will allow himself to be persuaded (possibly by the player characters, or if not by Greyson) to wait until the evening, gather a posse, and leave fresh at dawn. Ranch cowboys set out to gather volunteers. They will eventually reach *Pleasant Creek*, so even uninvolved characters will hear of what has happened. Many will join this posse, a lot of them thinking of people they have lost themselves.

Noah is determined to join up, hoping to find his mother Nora and sister Bea as well and not only Annabelle Culpepper (even though he wishes her to be safe, of course). In case the player characters seem hesitant, Mollie will use every trick in her book to get them to take part in the search.

Neither Duke Hayden nor Sheriff McCord is available for this manhunt. Hayden is presently in the north of Taylor County to make people give him the vote in the elections. McCord, on his hand, is busy tracking down a couple of horse thieves who have struck at a ranch east of Buffalo Gap. In his stead, Deputy Sheriff Jesse Briggs carries the responsibility of keeping the law in town, and will consequently be barred from joining up whether he wants to or not.

A DEAD COMANCHE IS A GOOD COMANCHE — MAY 28TH 1875

Mortimer Hayden will visit *Duke's Gambling Palace* in the evening. It will not be long before he starts agitating, offering $50 for each Comanche scalp. The saloon soon gets crowded. Many of the onlookers promise to join the posse and go kill Comanches. The morning after, most of them will regret their words. Those who do not are mostly too hungover to do anything about it. Only a few will actually join the posse in an attempt to get that scalp money from Mortimer Hayden.

THE POSSE AT DAWN — MAY 29TH 1875

Half an hour ahead of dawn, Saturday, Culpepper, Greyson, and four cowboys arrive at Buffalo Gap. They join the group of characters intending to be part of the posse, together with Noah Oakes, Charles Ellison, Tom Mallory, Rebecca Blackwood, Phineas Pembroke, and Ebenezer Whitehurst. All mentioned are already present. Another four farmers (Jacob Woodard, Jason Vaughan, Andrew Greenwell, and John Forbes) turn up, as well as four ruffians (Pete Burkhart, Derrick Goodman, Lee Brady, and Andrew Tyler). The last quartet are set on getting rich from Hayden's bounty on scalps, proclaimed last evening.

Pete Burkhart is secretly one of Scarface's Comancheros. He has been working as a courier between them and the Hayden brothers, especially Mortimer.

Daniella Stevens demands to join, just in case her daughter Patricia is captive at the same place as wherever they are holding Annabelle.

Culpepper will not turn any able body away. As the sun rises, the posse leaves to find the Annabelle Culpepper and the three Comanches who took her.

VULTURES AND BONES — MAY 29TH 1875

Half a day of riding leads to a harrowing scene. The air is full of scavengers. Hundreds of vultures darken the sky. As they enter a valley, they come upon a mass of buffalos slaughtered by the hundreds at the hands of buffalo hunters. The edges of the valley are strewn with bones and other remains of the once proud animals.

Guest Customer (Order #49645230)

The bone collector Jim Fletcher is there, carrying parts and pieces of the buffalo skeletons to his wagon. He can tell the posse that he saw three Comanches ride North with a blonde woman in their company.

In case the posse needs a scout, Jim Fletcher claims to know the area as well as his back pocket. Augustus Culpepper hands him $100 to aid in tracking down the miscreants. Fletcher joins up, thinking this is a golden opportunity to cash in on the reward posted on Quanah, since the Comanches are seen as the most likely culprits.

FIRST CAMP — MAY 29TH 1875

The first night the posse strikes camp at North Elm Creek, at the foot of Flat Top Mountain. Culpepper orders a watch schedule and assigns participants of the posse to guard the camp in pairs. His leadership is accepted, but there is discontent in the ranks.

Pete Burkhart and his roughnecks stick to themselves, only keeping company with Jim Fletcher. It is obvious that they know each other.

Tom Mallory suffers from a cold sweat and the shakes. His abstinence is not doing him well, but Tom seems determined to do the right thing and abstain from liquor. He wants to be of help during this mission.

THE WOMAN IN THE LOCKET — MAY 30TH 1875

As the sun reaches its zenith, Sunday, the posse encounter buffalo hunter Ross McClintock and the missing Patricia Stevens at Salt Creek, west of Double Mountains. McClintock claims he found her wandering the wilderness at the threshold of dying from thirst. In reality he bought her from the Comancheros. She is in shock, but if someone addresses her by name Patricia will break out of her condition and dare speak again. At first only single words, but soon more will spill forth.

She looks identical to the picture in the locket Noah found at the farm. If nobody else recognizes her, Patricia will come to her senses at the sight of her mother. Both of them start crying. Patricia can tell that the Comanchero killed her fiancée and kept her captive until McClintock paid for her release. Not for her freedom though, she is his captive now.

The buffalo hunter acts nervously and tries to leave. If stopped, he will admit to buying the girl from Red Knife and Scarface yesterday. He claims he does not know where they keep their camp. He is more afraid of Scarface and his renegades than the posse.

Woodard will ask Patricia about his wife Doreen. Patricia saw her in the Comanchero's camp, but she is not alive anymore. Rather than enduring white slavery, Doreen threw herself off a cliff.

A crushed Woodard will return to Buffalo Gap in the company of Andrew Greenwell. Daniella and Patricia Stevens also head back to town.

THE DEAD SOLDIERS — MAY 30TH 1875

In the afternoon, the posse catches sight of vultures again. As they approach, the scavenger birds take off and reveal six mutilated corpses on the ground. By articles of clothing and equipment strewn about, it is clear the dead used to be soldiers. Most of them have been stripped and scalped. One seems to have been torn apart by horses. Another has been decapitated. Their swollen remains are studded with arrows.

The scene, not the least the horrible stench, is making several participants sick. Mallory is staring in horror at the severed head, before running off and cradling into a fetal position. Whitehurst wants to bury the dead, and Culpepper reluctantly agrees as long as the whole thing does not take too long, Annabelle must still be found!

When the burial is done, farmers Jason Vaughan and John Forbes leave. Two of the cowboys quit on the spot. The men are afraid of what they have seen and want to avoid meeting a similar fate. Derrick Goodman and Andrew Tyler seem to forget about their own hunt for scalps and start heading back home.

Mallory, however, refuses to give up. He is able to recover his faculties once again, determined to help.

A few hours later, the posse set up camp close to the entrance of Blanco Canyon.

MEETING QUANAH — MAY 30TH 1875

As the few remaining in the posse start eating supper, they are surrounded by a hundred Comanche warriors. There has been no warning; they are completely unprepared. Suddenly, silhouettes of native warriors show on the ridge of Blanco Canyon, all armed with rifles and bows. The posse would never prevail in a fight against these veteran warriors and they know it. They are too few and outgunned. Fear starts paralyzing people. Nobody moves, staying still to avoid a massacre. Desperation shows in their eyes. A Comanche rides down towards them, carrying a white flag. The War Chief Quanah wants to have a word.

Quanah and his warriors come filing down on horseback towards the camp. In good English, he claims they have not attacked the farms in the area recently, or the soldiers, but he knows who is responsible for these attacks.

The Comanches have lost their will to keep on fighting. They are tired and have been starving since most of the buffalos left or got killed by hunters and the army burned their horses and livestock alive last year. Quanah is intending to lead his people to Fort Sill and turn themselves in to Colonel Mackenzie. The Colonel promised to treat them fairly if they show up by June 2nd – three days from now – at the latest. If they do not, he will exterminate all Comanches.

Quanah and his Comanches can lead the posse to Scarface's camp and help them attack it. In ex-

Guest Customer (Order #49645230)

change, Quanah wants them to accompany him to Fort Sill afterwards and help prove their innocence in the recent attacks.

There is an intense debate, but in the end the posse will decide to continue on in the company of the Comanches. Getting to that position does not come easy for many of them. At the same time, too much is at stake not to accept Quanah's proposal.

Augustus Culpepper may hate the Comanche and all natives, but he loves his daughter more.

Whitehurst will not believe a word coming out of Quanah's mouth, but he lacks the courage to return home alone. Grudgingly he stays.

Rebecca Blackwood is skeptical to what she is hearing, but wants to find out the truth once and for all.

Ellison puts Annabelle's safety first and Noah wants to see his mother and sister again.

Tom Mallory believes the Comanche War Chief. Why would Quanah lie to them about this?

Jim Fletcher, Pete Burkhart and Lee Brady keep quiet and bide their time, but they are eager to cash in on the reward on Quanah. They can wait to strike until Scarface's camp has been defeated, but they intend to help Quanah to Fort Sill afterwards – as their prisoner.

THE LAST RAID — MAY 31ST 1875

Monday, Quanah will lead them all to the secret refuge of Scarface at Red Bluff. The Comanchero has twenty men there, eight white Comancheros and the rest renegades under Red Knife's leadership. It gives the warriors a feeling of independence. They are following the lead of one of their own. Red Knife does however take his orders from Scarface, which among other things means that Scarface is the one deciding which farms and ranches they will attack. As long as the directives are brutal enough and they do not get caught in any ambush or the like, Red Knife has no problem with that set up.

The prisoners in the camp are held in a vulnerable position. Women and children are kept locked up in cages raised along the mountainside. Nora and Bea Oakes are kept together in one cage. It is cramped for space, but at least they get to support each other. Annabelle Culpepper has recently arrived in camp. So far, she has been tied up and left inside the cave.

As the posse plans their attack, discussing strategy and who will go where, Pete Burkhart will try to leave them and warn Scarface about the coming attack. Perceptive player characters may catch him sneaking off. He must be stopped quickly and quietly as not to alarm the slavers. The showdown that is about to take place will be a lot easier if the posse got the element of surprise on their side.

If they apprehend Pete Burkhart alive, they may be able to get him to talk after this battle about his role as a go between for Mortimer Hayden and Scarface. He has no idea they are brothers, but the cooperation between them should be enough to allow the law to act and apprehend the banker.

During the battle that ensues, the preacher Whitehurst, Jim Fletcher, or both will try to shoot or attack Quanah. Whitehurst is driven by hate, while Fletcher just wants the $2.000 reward. A character should detect the treason in time to interfere (make them roll for VIGILANCE). If they see nothing or are too far away to help, Tom Mallory will sacrifice himself and take the bullet meant for Quanah.

SCARFACE RUNS — MAY 31ST 1875

As soon as it looks like the Comancheros will lose the fight, Scarface will run. He rides north along Rattlesnake Creek with a couple of his men. The characters can take a few Comanche with them and follow him. You can use the CHASE RULES on page 210 – the terrain counts as PRAIRIE – if you want to.

Should they catch Scarface alive he will act as an erratic, brutal, and incoherent person. Confronting him with his violence and past deeds only makes him smile. He will not be cowed and will kill at first opportunity. Wes Hayden is a dangerous man to underestimate.

Even though he is prepared to brag about raids and attacks he has ordered or try to demand respect for his sinister way of treating his captives, there is a limit to what he talks about. He will not say his real name or act as if he even knows his brothers. The characters will have to find another way to get that information.

DOUBTS ARE DISPELLED — MAY 31ST 1875

When the camp is searched there will be valuables, horses, and other belongings all over it from farms that have been attacked. Guilt is evident.

Rebecca Blackwood intends to print the truth in her paper and Culpepper wants to put in a good word on behalf of Quanah and his Comanche warriors to Colonel Mackenzie. Quanah was a man of his word and they would not have been able to defeat the Comancheros on their own.

JOINED BY THE TRIBE — MAY 31ST 1875

When all Comanchero and renegades are defeated, Quanah sends some warriors to bring the rest of the tribe. In the evening, 300 men, women and children arrive with the tribal herd of 1.400 horses. They strike camp in the valley.

TOWARDS FORT SILL — JUNE 1ST-2ND 1875

At dawn, Tuesday, the posse leaves for Fort Sill accompanied by 400 Comanches and their 1.400 horses. The Comanche are a bit nervous and uneasy, but they

Guest Customer (Order #49645230)

are at the same time looking forward to having peace. It has been a long war.

On Wednesday, they encounter Sergeant Amos Walsh and 20 soldiers under his command. The situation seems tense, but Quanah commands calm and rides to parley with the Sergeant (a character can accompany him). Walsh sends four men back to Fort Sill with word that the Comanche are coming. The soldiers escort them the rest of the way.

Walsh also recognizes Scarface as Wes Hayden, his former brother-in-arms who was reported dead after the Buffalo Gap massacre. It was said the Comanche killed him, as with so many others. This information will make it easier to expose Mortimer Hayden's brutal attacks against his neighbors, but nothing can make Scarface admit to anything. Being the brutal Comanchero Scarface is the only identity he accepts.

In the evening, the travelers arrive at Fort Sill. They are met by colonel Randal Mackenzie and a couple of hundred soldiers standing at attention on the training grounds. The army takes weapons and horses from the Comanches and keep guard over them during the night. The posse is treated as guests.

FORT SILL — JUNE 3RD 1875

Thursday morning, Colonel Mackenzie invites Quanah, Culpepper, and Blackwood to his office. On Quanah's insistence, the characters are allowed to join them.

When enough proof has been presented, Mackenzie arrests Wes Hayden, his Comancheros, and the renegades. Some of the white men are prepared to give witness against the Hayden brothers if they are spared the noose. Red Knife would never admit to it and none of the other renegades had any clue about their involvement.

Quanah and his people will be treated well, thanks to what the posse and the characters tell Mackenzie. A peace treaty is signed by Quanah Parker and Colonel Mackenzie. These events will take all day.

Quanah regards the character group as his friends from this day and onwards.

THE FATES OF TWO BOYS MAKE A DIFFERENCE — JUNE 3RD 1875

If the characters helped the two native boys escape the lynching mob in Buffalo Gap, they will now meet again. The youngsters are happy to see them and will introduce them to their father, Chief White Owl. He will thank them warmly for what they did.

Should, on the other hand, the boys have been strung up, their father will have heard word of who were present that day and recognize them for acting passively or even helping to lynch his sons. In that case, White Owl will have his revenge. He and several of his warriors attack the group. Soldiers will open fire and in the crossfire men, women, and children will die.

THE ROAD BACK — JUNE 4TH-6TH 1875

Half a day's travel, Friday, will see the posse take a ferry across Red River and enter into Texas. Saturday, they reach Fort Griffin and The Flats, where they can spend the night. As they break camp Sunday morning, the group has about half a day's worth of riding left to Buffalo Gap.

SHOWDOWN — JUNE 6TH 1875

The Characters return to Buffalo Gap Sunday afternoon. It is too late to pay the debt on the farm. The only way to keep the property is to prove that Mortimer Hayden was complicit in the attack. There can be no delays – Duke Hayden will be elected sheriff of Taylor County Monday unless the brothers are exposed for the attacks. If he becomes Sheriff, he will not listen to any accusations and refuses to investigate what he claims to be an absurd sham.

As long as McCord is still Sheriff, the characters can present proof. Depending on their previous actions, he will be more or less willing to listen. He already knows most of what happened before the Civil War, but was not aware Wes Hayden survived the massacre. Tom Mallory seems to have suffered badly since, but neither the Hayden brothers nor Whitehurst have shown any sign of regret during all these years.

McCord can make the characters his deputies and allow them to help him arrest the Haydens. Tom Mallory and Charles Ellison will also lend a hand. Even Jesse Briggs will take part, despite being against appointing more deputies.

If the affair has been kept quiet, Duke Hayden and Bill Hayes are at his saloon in the company of Douglas Turner and Wolfgang Stroder. Mortimer and his guards Robert and Richard Cooper will be at the bank.

In case the Hayden brothers have caught word of what is brewing, they will barricade themselves in the bank with Stroder and the two guards. They will not give themselves up without resistance, but will not fight to the death. Guards and allies who are incapacitated will give up immediately.

The bank safe contains $5.000 and proofs of ownership for farms in the area. There are a lot of bonds and loan documents of which some are signed. There are also incomplete drafts that Mortimer has not had the time to forge yet. Letters from C.H. Whithers spell out where the railroad will be laid down. One letter written by Mortimer urges his brother Wes to strike at the Ellison ranch next.

ELECTION FOR THE OFFICE OF SHERIFF — JUNE 7TH 1875

The election will be held on Monday. If Duke Hayden has been revealed as a crook, Gideon McCord will be re-elected. In case the characters were not able to stop the Hayden brothers, Duke will have a landslide win.

Guest Customer (Order #49645230)

EVENTS

1	Vultures and Bones	(p. 288)
2	First Camp	(s. 289)
3	The Woman in the Locket	(s. 289)
4	The Dead Soldiers	(s. 289)
5	Meeting Quanah	(s. 289)
6	The Last Raid	(s. 290)
7	Fort Sill	(s. 291)
8	Showdown	(s. 291)

Guest Customer (Order #49645230)

OVERVIEW

TAYLOR COUNTY

The Comanche have been residing in the area since the 18th century. During the last decade, the army has forced them further and further westwards.

Taylor County was formed in 1858, named after one of the defenders of Alamo – George Taylor. It took until 1874 for Buffalo Gap to become its capital.

County economy is dominated by cattle ranching. There are also large farms of wheat, corn, peaches and cotton harvesting.

Terrain mainly consists of flat pasture lands, but the county is also split in half by the Callahan Divide mountain range. Two passes cross the mountains, one at Buffalo Gap and one further east at Cedar Creek.

There is no settlement at all west of Taylor County, only wilderness as far as New Mexico.

LLANO ESTACADO

Llano Estacado is a huge plateau consisting of lime and sandstone in northwestern Texas. It stretches about 250 miles from north to south, and 150 miles from west to east. Llano Estacado stands like a wall interrupting the plains below. The area is hot and dry with sparse vegetation. The many lesser waterholes strewn across the area are only seasonally full. Only an experienced local guide can find them. It is not unheard of to find that an inexperienced traveler has perished here, due to heat and thirst. When the posse crosses this landscape, they ride through the plains below.

BLANCO CANYON

This gorge digs deep into Llano Estacado. The canyon is surrounded by white cliffs stretching up to 100 yards high. Their color has lent the area its name.

RED BLUFF & RATTLESNAKE CREEK

This river full of reddish-brown sediment is around 10 yards wide and surrounded by a riverbed 20 yards wide on both sides. Low, bushy vegetation spurts along the banks. Scarface's camp sits on the north bank of Rattlesnake Creek, huddling against cliffs of red sandstone 10 yards high.

FORT SILL

Colonel Ranald S. Mackenzie has just assumed command over Fort Sill and its 4th Cavalry. There are 400 horsemen and 150 infantry troopers at his disposal.

FORT GRIFFIN

This fort was founded in 1867 on a hill with a view of the Brazos River. Below the fort is a ramshackle settlement called The Flats. It is little more than a gathering spot for buffalo hunters.

THE HISTORY OF BUFFALO GAP

1857 – A group of buffalo hunters settle in the area.
1858 – The borders of Taylor County are drawn.
1858 – A settlement forms, and is given the name Buffalo Gap. There are a few tents and half a dozen shacks housing the first, barebones establishments. Among the original settlers are Mortimer and Duke Hayden, Ebenezer and Eli Whitehurst, Ezekiel and Jethro Walker, Tomas and Sean Malfory, and Frank Briggs.
1858 – *Butterfield Mail* builds a coach stop a few miles west of Buffalo Gap.
1860 – Sergeant Wes Hayden arrived in the company of a dozen soldiers. The three Hayden brothers lead soldiers and townsfolk alike in a raid on a Comanche camp, killing women and children. When the warriors returned they tracked the aggressors back to Buffalo Gap and took their revenge. A dozen white men were killed, among them Frank Briggs, Sean Mallory, Eli Whitehurst, and the reporter Robert Blackwood. The settlement was burned to the ground. Any survivors left the area. Wes Hayden was scalped, tortured, and branded but endured. He was saved by his brothers, who reported him as fallen to the army. If not, he would likely have faced a court-martial.
1861-65 – During the Civil War, large parts of western Texas lie abandoned due to the risk of Comanche attacks. Buffalo hunters sometimes strike winter camp in the ruins of the first Buffalo Gap settlement.
1865 – After the war, people start returning to Buffalo Gap. Some of them are Mortimer and Duke Hayden, Ebenezer Whitehurst, Tom Mallory, and brothers Ezekiel and Jethro Walker.
1866 – The new *Goodnight-Loving cattle trail* passes straight through Buffalo Gap. This brings more people to the area, and soon a small town starts growing.
1870 – Buffalo Gap now has 50 inhabitants.
1871 – Augustus Culpepper starts the first permanent cattle ranch in the vicinity of Buffalo Gap.
1872 – The population is now greater than 100 people.
1873 – Taylor County has by now been declared an official county. Town population exceeds 150 inhabitants.
1874 – On April the 30th Buffalo Gap is formally recognized as temporary capital of Taylor County by state secretary Richard B. Hubbard.
1874 – In July, Taylor County appoints their first judge, sheriff and archivist. Public elections are held for the first time and 87 people register to vote. Cornelius A. Stonehill is elected Magistrate, Gideon McCord Sheriff, and Reginald Hornsby Archivist.
1874 – More than 300 people now live in Buffalo Gap.
1875 – A sidetrack to the *Western Cattle Trail* starts passing through town. The route stretches from Coleman by Buffalo Gap and connects to the main trail at Fort Griffin. Population now exceeds 400 inhabitants.

Guest Customer (Order #49645230)

Guest Customer (Order #49645230)

BUFFALO GAP

Already when the Comanche were at the height of their power in these lands, a small settlement had started to grow here. In later years people have started relocating in greater numbers. Many are counting on the natives disappearing soon. Having Buffalo Gap appointed temporary county capital was welcome news for the townsfolk.

1. MORTIMER HAYDEN'S RESIDENCE

Mortimer lives in the most impressive building in town. His fine view of the vicinity is only marred by the brothel, which also happens to be situated exactly where he wants to build a new railway station. He will get hold of it eventually. Unfortunately, Madame Bautiste managed to acquire the land just days before Mortimer learned about the railway plans. So far he has not been able to buy her out, but he is not in any hurry on that matter. Yet.

2. REBECCA BLACKWOOD'S RESIDENCE

The reporter owns the best stocked library in Buffalo Gap. It is the pride of her home. She is known to host nice dinner parties for a few quests at a time.

3. DUKE HAYDEN'S RESIDENCE

Duke's home is very expensively furnished, with wallpaper and drapes along all the walls. He wants all who visits to admire his home and his good taste. Not that he has any, but he tries to hide it behind money.

4. DUKE'S GAMBLING PALACE

Duke Hayden may have thrown his name into the election for Sheriff on his brother's suggestion, but he is most at peace in his own saloon. The establishment is the largest and most expensive in the area, with a bar and gambling tables on the ground floor. Up the stairs, Duke keeps his office.

Three of his girls receive private customers on the second floor. Their names are Marielle, Carlotta, and Night Moon. Duke, however, is in the habit of calling them all Dolly – it is easier to remember, that way. He encourages his customers to do the same.

Bartender William 'Bill' Hayes runs the saloon with an iron fist and pitches in to the best of his abilities to help making Duke the new County Sheriff. That would allow him to expand his business even more.

Bouncer Douglas Turner is a sturdy guy and very loyal towards Bill. Turner may not be the sharpest knife in the drawer, but he is completely fearless and follows his orders to the letter.

Piano-player Arsenio Bouttier is a black man stricken by consumption. He nurtures a passion for classical pieces but is ever only asked to play local tunes like *Dixie* and *Campton Ladies*. When not at his instrument, Arsenio relieves Marielle at the Faro table.

5. MUSTANG CORRAL

Juanita took this place over after her father, and business is going well. She breeds mustangs, quarter horses, Clydesdales and donkeys. The animals are trained for various working roles and even taught some dressage. She also teaches riding.

The mustangs are the pride of her breed, and they are all of high quality (+1 to +3).

Juanita employs a couple of former slaves as helping hands, Atticus Justice and his son Fayette. Atticus is a big man with a good hand and lots of patience for the animals. Fayette is a head shorter than his father, less heavily built and with lighter skin. He is an excellent rider – good enough to be able to win races.

6. THE BUFFALO GAP HERALD

This is where Rebecca Blackwood publishes her paper. Her cousin Napoleon Eastinghouse will visit her and help out a bit while he is out exploring the Wild West. He has never worked on newspaper before, as far as she knows, but he is family and harbors dreams of becoming a writer. She is happy to help him on that journey. Rebecca took over the newspaper after her father's death. She is fiercely committed to write the truth, as far as she can tell, no matter what mighty men would prefer her to say instead.

7. MANON'S DRUGS & REMEDIES

Leon Manon loves his herbs, plants, and concoctions – the stranger, the more exciting. He is an avid tinkerer who experiments freely with chemical substances and mixtures. Leon can send for patented solutions, but usually prefers to persuade his customers to try his own brews first. They are only rarely harmful to the user, but may from time to time have some unforeseen side effects. At the moment, he is putting coffee and mescaline in pretty much everything he makes, regardless of what the mixture is intended for.

8. HEFAISTOS' WORKSHOP

Hefaistos Free used to work as a smith on a plantation before being freed. His owner believed he would stay out of pure gratefulness, despite keeping him as a slave well into the Civil War. Hefaistos is not unappreciative of the gesture, but never wants to see a plantation again in his life. He does not want to be reminded about his life in slavery.

Guest Customer (Order #49645230)

In Buffalo Gap, he can be his own man. He is the only smith in town and has made a name for himself as the best wheelwright for miles around.

His family lives in a small building on the back yard, and Hefaistos is very proud that his children can read – something he never learned himself.

9. GRAND CENTRAL HOTEL

Sonia Fitzsimmons is a widow who used to be married to a Confederate officer, but she detests the Lost Cause movement. Her husband was a fool to leave and get himself shot in Tennessee instead of remaining with her and their children. Sonia is happy that the war has ended and has forbidden her sons to ever going military.

Hiring a room costs $5/night or $25 a week.

10. GRAND CENTRAL STABLES

The stables are open to everyone, not only guests at the hotel. Sheltering a horse costs 50 cents a day.

The three Fitzsimmons boys take turns working the stables when not in school. Bobby likes the animals, while Tom is afraid of them and Ron does his best to dodge work.

11. MADAME BAUTISTE'S SPORTING HOUSE

Madame Henriette Bautiste came to town with her girls just a few months ago, when a sidetrack from the *Western Cattle Trail* opened through Buffalo Gap. Here, the customer can enjoy some female company, ranging from reading their horoscope or having a dance, to more intimate business transactions.

Lizette is the oldest, commanding the lowest charge. Had it not been for her skills in astrology and spiritualism, she might well have been put out on the street.

The black sisters Ida Belle and Bonnie are young and sweet, but hate their life in the brothel. They dream of a future when they have managed to save enough to leave this life behind forever.

Little China Doll cannot remember her real name, as she was sold to Madame Henriette at only five years of age. She used to work as a maid, but after her tenth birthday she is expected to bring in the bucks in bed, too.

12. THADDEUS LANGFORD'S RESIDENCE

The mayor has built a house in which he can receive bigger gatherings in his salon, while also conducting the business of his office in the reading room.

13. THE WOMEN'S SOCIETY

Here, most of what has any cultural value in Buffalo Gap is organized. There is a book club, poetry recitals, and musical performances. The women also discuss how to change and develop their town. They are happy to see so many newcomers settling down.

14. REGINALD HORNSBY'S RESIDENCE

The lawyer's home is a complete maze of books.

15. A COURT BUILDING UNDER CONSTRUCTION

This is a vacant lot where Langford and Hornsby have decided to build the new town court.

16. JEAN CATTULET'S HAIR SALON

Barber Cattulet is handy with the razor and loves to trim and shape various 'coiffures' and looks out of facial hair. He considers himself to be something of a sculptor, but rarely gets his hands on anything wild and bushy enough to really go creative.

His shelves are well-stocked with perfumed soap that he tries to push on every customer for a fragrant hair and body. Working with beasts is no excuse to smell like one.

Jean is an easy chatter and knows pretty much everything about everyone in Buffalo Gap. The best way to get him talking is admiring his strange beard.

17. DANIELLA'S DINER

Daniella Stevens runs her restaurant with smiles, big plates and a strict policy on good manners. There is a washing bowl at the entrance to keep dirty hands and mugs from her tables. The diner opened two years ago, after her husband and son died in the yellow fever and she did not want to stay on the farm.

Her only living relative is her daughter Patricia, residing in Fort Smith, Arkansas. Pat and her fiancé Alain Cassel would have come visiting Daniella four months ago, but no one has seen them since leaving Sherman in a new coach. Daniella is worried about what could have happened to them.

18. HORNSBY, ATTORNEY AT LAW

Reginald Hornsby is a spectacled, jolly man of respectable girth who keeps a tight grip on the particulars of every piece of paperwork coming his way, even though few understand how he can keep everything in his head. He is working with Mayor Thaddeus Langford to sort out the red tape around the forming of Taylor County. Hornsby's office is crammed with books and forms, apparently without any form of archiving system at all.

19. PHINEAS PEMBROKE'S PHOTO STUDIO

Phineas takes a few commissions from Rebecca Blackwood and The *Buffalo Gap Herald*. The most profitable parts of his business are making portraits and selling pictures from out of his large archive.

Phineas is nurturing a dream of documenting the Comanche and their way of living. Apart from being a cultural achievement, the photos would probably sell on the east coast. If only he did not fear being scalped and killed!

Guest Customer (Order #49645230)

20. THE SHERIFF'S OFFICE

Despite his reluctance to get trapped inside four walls, Gideon McCord actually enjoys these premises. One wall is covered with wanted posters. When McCord get news the criminal has been apprehended, he marks the poster with a cross. It is not unheard of receiving some mangled corpse from a bounty hunter claiming the deceased was a criminal, despite the person having been confirmed to be captured elsewhere already and is serving time in prison. Thus, McCord keeps a close track of who has been turned in, where, and when.

Deputy Sheriff Jesse Briggs is a well-dressed and cocky young man convinced that he is a better lawman and gunfighter (he is carrying a double twist holster) than any of the candidates for the coming election. He tries to stay in the good graces of both to keep his job. Jesse hates Natives since his father Frank was killed by Comanches at the Buffalo Gap massacre.

There are two jail cells, both with two beds.

21. HARRY WILKINS' GENERAL STORE

Harry runs the well-assorted store all by himself. His wife disappeared three years ago, but he cannot stop himself from stocking up with porcelain and dress cloth in prints and colors she would like, just in case she will return some day. Harry does not know what happened. She went to visit a friend, but never came back and has not been heard from since. He still loves her and will never marry anybody else.

The General Store is well stocked with features not easily found anywhere. Harry likes to bring in curiosities and machinery from the east coast, new inventions that he does not even fully understand himself at times.

Whites are warmly welcome in his store, but black and Native people are never let in the door, not even when running errands for white folk.

22. BISCUITS & CORNBREAD

Rafael Mendez is a baker making very tasty cornbread and scones. He is a grumpy man of few words, leaving any friendly chatting with customers to his wife Morag. She, on the other hand, is an energetic woman practically bubbling with questions. She is remarkably talented at convincing customers to leave with a bigger basket of baked goods than they were planning to.

23. HAYDEN HOLDINGS & BANK

The town bank is owned by Mortimer Hayden, who once took part in drawing the town grid, planning streets, and lots. Mortimer and his bank own most of the vacant lots around, having bought them cheaply over time from other original founders. Seeing as Buffalo Gap is now growing rapidly, he can sell the lots at a handsome profit.

Gunslinger Wolfgang Stroder sometimes hangs around the bank, since he is protecting Mortimer personally. Brothers Robert and Richard Cooper are the official bank guards. They know how to handle a gun but are not always as attentive as they maybe should be.

Otto Meier is the clerk sitting at the deposits and withdrawals desk. He is a sharp and effective man. Otto would never engage in chit-chat at work; pleasantries are best left for one's own free time. Privately, he has little sympathy for the Hayden brothers but would never acknowledge this unless treated to a couple of beers at the saloon over several occasions.

24. THE STAGECOACH STOP

The only company who dares to challenge the Comanches is *Texas Express*. Fancy Shoes Parker manages the business on a daily basis. He is an accomplished wilderness driver but prefers sleeping under a roof in a real bed. He has been a friend of McCord's for a long time.

25. POST OFFICE

Jared McAllister views his position as postal master as the first step in a political career. He uses the opportunity to get to know as many people in the area as possible.

26. BELLEGARDE'S HABERDASHERY

Beau Bellegarde is a well-dressed, charismatic man who enjoys a fair amount of popularity in the female population. Sometimes, his ways can lead to trouble – not the least intense jealousy – and for this very reason he had to leave a profitable business in Baton Rouge a couple of years ago. Beau tries not to rock the boat too much in Buffalo Gap, although he does not want to abandon his old customs completely.

He is a skilled craftsman who can touch up on old hats and dresses with only a few simple changes – adding buttons, bands, laces, and other decorations to make the article as new again.

27. DOCTOR QUINTUS SALINGER

Salinger is feeling worn out by all the violence of the times. He has little good to say about the many fistfights over issues of the Civil War, the Indian Wars, and all the rest going on. That is not to say he feels any sympathy towards the raiding Comanches either. In his eyes they are just as bloodthirsty as any drunken redneck. Quintus has been feeling tired and moody since his wife Ephigenia passed away. All the joys of life just went out of him then.

Even though he will not be able to cheer any of his patients up, he is actually a skilled doctor. He has seen his share of injuries to patch up, and are good at diagnosing illnesses and prescribing the right medicine.

Guest Customer (Order #49645230)

28. DRUNKEN DOG SALOON

This establishment is little more than a shack with cheap liquor. The owner Jethro Walker can be seen hopping around on a makeshift crutch, while being able to balance pints of beer. Jethro lost his left leg in the Civil War, so he has had ample time to practice. The wound pains him, and when sober he tends to be in a bad mood. A couple of glasses usually lift his spirits, though.

Tom Mallory works here as a cleaner in exchange for food, alcohol, and a roof over his head when the weather turns. Tom spends most of his time at this spot, especially since he has been barred from ever returning to *Duke's Gambling Palace*.

29. THE CHURCH

Ebenezer Whitehurst is the fire-and-brimstone preacher of Buffalo Gap. He also rides around the area to read the gospel to outlying farms.

His wife Katarina may seem nervous and quiet, but she is also very attentive. Little escapes her watchful eyes. However, only another woman would be able to gain her confidence enough to learn what she knows. Katarina Whitehurst does not feel safe in the company of men, not even her husband.

30. EBENEZER WHITEHURST'S RESIDENCE

This is where the priest and his wife lives, in a sparse but tastefully decorated house.

31. THE TOWN SCHOOL

Teacher Albert Johnson is suffering from consumption. When the coughs strike him too bad to speak clearly, Maria Ramirez substitutes for him.

Albert came here to get away from the coal mines and industries of Pennsylvania, but his occupation ultimately bores him. Having to educate the local crop of ignorant, concentration deficit children does little to cheer him up.

32. LAUNDRY AND BATHHOUSE

Sancho Ramirez has been gifted with a booming laugh and huge moustaches. He runs the laundry together with his wife Lozen and their five daughters. They are a decent and proper family, and Sancho is quick to reach for his shotgun should anyone treat the women under his care with anything less than respect. An offender will be thrown out into the street, clothed or not.

His daughter Maria has been spending an increasing amount of time in the school to help the ailing teacher. Sancho is quite proud of her.

Ron, the oldest of the Fitzsimmons boys, has started showing an interest in courting Belle, but Sancho thinks that he should grow up more before engaging in a formal courtship.

Sancho is keeping a small supply of opium on the premises, as there seems to be the general view that his kind of establishment should carry stimulants.

33. HOG'S HOTEL

This is an affordable hotel ($1 a night) run and owned by southern veteran Hog Jackson. The building is leaky, does not keep the draft out, the inventory is rarely dusted, and scorpions scuttle about on the floor. It also happens to be situated on a plot right next to a steam-driven saw and a squeaking windmill.

Hog hates Sheriff McCord, who is in the habit of coming round to have chats about rules and regulations, Hog's drunken behavior, and that botched lynching he was part of. Hog has seen the insides of the jail cell more than once, and is determined to vote for Duke Hayden. Duke has more or less promised Hog not to pursue such minor offences.

34. TRAVIS' LUMBERYARD

Ike Travis has been here since before the war and lost his brother Len in the massacre. Ike starts working the saw at five in the morning. At around eleven he goes to pick up lumber and tends to stay away for a few hours. Since there is a lot of construction going on in town he always makes time for an evening shift too.

Ike is hard of hearing and does not care how much noise the saw and the windmill creates, pretty much around the clock. He does not always catch what people say, but he can usually guess their intentions.

35. PETE'S PRACTICAL EMPORIUM

Despite the fancy name, Pete Russet's place looks like a rather chaotic operation. Several different services are rendered in here, thanks to Pete's practical nature. Some are more appealing than others. In a corner, there is a dentist's chair used both to pull teeth and for shaving. Pete is quite proud of his new drill, powered by a pedal. In the other end of the premises is a butchering bench for cleaning and cutting meat. Pete is also experimenting with making ice cream, but no matter how he tinkers with his recipe he cannot quite remove the slight taint of blood to his goods.

There is a wide counter full of odds and ends turned in to his pawnshop. Some of them used to belong to people he has buried, because Pete is also the town gravedigger and undertaker.

When he has time, Pete goes out into the back yard to do some carpentry, mainly stocking up on coffins. As a hobby, he engages in taxidermy and keeps a tattered old stuffed bear in the yard. There are smaller animals like birds and dogs displayed all around his shop.

He keeps a few pigs and chickens ready for the slaughter in the enclosure by his business. The plot also holds two general purpose shacks – a shed for tenderizing meat, and a small cold storage full of ice.

Guest Customer (Order #49645230)

SHERIFF'S OFFICE

The one feature of the Sheriff's Office that catches the most attention is the wall full of Wanted Posters, of which many are crossed over. Those often have notes stating if the person is dead or possibly serving time in jail already. The office itself is a sturdy construction with a large office area and two jail cells with two beds each.

Only two men work from here at a regular basis: The County Sheriff Gideon McCord and his Deputy, the young Jesse Briggs. You could imagine that there were a Marshal somewhere on the premises as well, but so far the townspeople have been happy to leave the law and order aspects in the hands of the County Sheriff. Perhaps things will change if the town keeps growing.

Gideon McCord is an old Texas Ranger who has held the office for a couple of years now. People used to be happy about their lawman, but as the attacks on local farms have been an increasing problem lately, the frustration with the law not solving the problem has grown. Since Duke Hayden declared his candidacy, the election campaign has made matters worse for McCord. Hayden might win, unless the characters are able to expose the Hayden brothers' shady businesses.

The deputy Jesse Briggs wants to keep his job after the election. He has not thrown his support behind any candidate, even though he knows McCord is the better man. Duke Hayden wants a loyal Deputy, not a competent man. He will replace Briggs if elected.

THE OFFICE

The office has one large and one smaller desk with a comfortable chair behind each of them for the lawmen. There are some additional chairs by the wall. They can easily be moved in front of a desk if a visitor should need to sit down. There are some locked gun cabinets. One contains three Colt Army Revolvers and a sawed off shotgun, while the other two hold Winchester Rifles, two Springfield Trapdoors and a shotgun. Behind McCord's desk there is a bookshelf.

There are windows in the office area, but none close to the cells, on McCord's insistence. He has seen windows used to help prisoners escape.

THE JAIL CELLS

There are two separate jail cells, containing two beds each, at the western side of the office. They are separated by iron bars, making it easy for prisoners to see and talk to each other. Should they really hate each other, they had better keep a distance and not get too close to that adjacent cell.

Guest Customer (Order #49645230)

Guest Customer (Order #49645230)

PLEASANT CREEK

An hour on horseback southwest of Buffalo Gap lies Pleasant Creek. There are a main building and a house originally built for Mollie's and James' deceased son Joseph. Lately, the Oakes family has lived there. After the attack, Noah also stays in the main building.

1. MAIN BUILDING
Mollie and her husband lived here. After the attack, Noah has moved in here too.

2. ROOT CELLAR
In this underground storehouse Mollie stores potatoes, root crops, vegetables, apples, pears, peaches in syrup, jam, juice, and pickled cucumbers.

3. OUTHOUSE
There is a small outhouse west of the main building.

4. ENCLOSURE
In this enclosure the family keeps their four pigs.

5. ROOST
The hens walk around freely during the day.

6. STABLE
Only a few blackened beams remain of this building.

7. CARRIAGE SHED
This building survived the fire and now serves as a temporary stable, while the carriage sits in the corral. A $2 tarp from Wilkin's General Store would be a welcome way to protect the carriage from the elements.

8. PEACH GROVE
A dozen or so well-tended peach trees stand here.

9. WINDMILL
There is a large wheel mounted on a six meter pole catching the wind and driving a water pump.

10. JOSEPH'S HOME
This building was left empty when Mollie's and James' son died, until the Oakes family was allowed to stay there. Now, this could become the residence of the player characters, if they would like to stay on the farm.

11. GRAVES
Michael (died 1866, 10 years old) and Joseph (passed in 1872 at 19) rest here. James will be buried alongside his sons. Noah's father Benjamin will also be buried here.

12. FIELDS
West of the farm are the fields where the family grows their corn and wheat.

MAIN BUILDING
1. MAIN ROOM – There is a fireplace, two rocking chairs, a spinning wheel and a clock along the western wall.

A Springfield gun is mounted above the fireplace.

There is a large table and four chairs in the middle of the room.

In the northwestern corner, next to a cupboard, is a brand-new Stewart stove. Though a costly item, Molly does not believe it can account for the money James supposedly borrowed.

Pots and pans are hanging on the eastern wall and from the ceiling.

2. THE PANTRY – Dried meat, beans, flour, sugar, corn-cobs, milk and butter are all stored here.

3. BATHROOM – The extension on the backside of the house has a bathtub, buckets, washing board, washing tub, and a heater. The laundry lines outside are most of the time full of wet articles of clothing and linen.

4. BEDROOM –There is a curtain covering the doorway to the bedrooms in the eastern part of the building.

In Mollie's and James' room there is a double bed, a heater, wardrobe, and a small table with a mirror and a washing bowl.

5. NOAH'S ROOM – This small room has a single bed, and a table with mirror and bowl. This room was once intended for guests needing a place to sleep, such as when relatives come and visit. It was seldom used. Noah has been staying there since the attack. It is a better solution for both him and Mollie. None of them wants to live alone now; they feel safer to have each other close.

6. VEGETABLE GARDEN – There is a small vegetable garden east of the house where the residents grow cabbage, cucumber, tomato and potato.

JOSEPH'S HOME/CHARACTER'S PLACE
1. THE MAIN ROOM has a fireplace, a table and four chairs, a single bed and a heater. There is a banjo and a fiddle that once belonged to Noah's father Benjamin hanging on a wall.

Noah's family has lived here for a few years, helping out at the farm. Since the attack, Noah has been living in the main building instead.

2. THE EXTENSION to the house is a bedroom with a double bed. There are no further beds here. If the characters want more beds, they will have to find a solution. There is at least space enough for more of them to sleep on the floor, if they do not come up with a better idea.

Guest Customer (Order #49645230)

COMANCHEROS' HIDEOUT AT RED BLUFF

The river Rattlesnake Creek is about 10 yards wide and surrounded on both sides by a riverbed lined with low bushy vegetation, where lots of rattlesnakes nest. Scarface's hide out is on the north side, near 10 yards high red sandstone rocks. Their prisoners are held in caves in the mountain wall or iron cages hanging from the mountain.

PLACES

1. CAVE – A six yard long corridor ends in a large room, roughly 5 yards wide and 3 yards high. Wes Hayden has a bed, a table, two chairs, a desk, and a drawer here. In an adjacent room he keeps most of the loot his men have gathered. There are valuables and possessions from the raided farms. Annabelle Culpepper is held captive further into the mountain in a dead end. The only way to reach her is through this cave.

2. MOUNTAIN CAVES – Halfway up the mountain there are a dozen caves, large enough for two prisoners each, carved into the wall. Wooden bars block escape.

3. CAGES – Three iron cages with captives are hanging off the side of the mountain. This is the fastest way to break the prisoners' hope of escaping.

4. TENT CAMP – Many of the men live in tents.

5. CORRAL – Corral for the horses, some of them stolen from the raided farms and ranches.

6. GUARDS – Two guards are always posted by the rocks above the camp; at the cages, at the cave entrance and by the corral. The men take turns guarding.

PEOPLE

8 COMANCHEROS & 12 RENEGADES – Except for Red Knifes' renegades you find Merle Walton, Bucktooth Anderson, Vernon 'Sly Eye' Bryant, Frank 'Doc' Hodges, Leroy 'Whip' Wallace, Ike 'Rodent' Carter, Bob 'Shotgun' Harvey and Levi 'Loco' Barker here.

ANNABELLE CULPEPPER – She is unharmed but in shock.

HANNAH WALKER – Ezekiel Walker's widow is held in a mountain cave, unharmed but exhausted. She can tell that Margaret Vaughan has been sold to slavers.

BERNADETTE VAUGHAN – The 12 year old daughter of Nathan and Elisabeth Vaughan is held in a mountain cave. She has ceased talking since Margaret was sold.

NORA & BEA OAKES – Noah's mother and sister are held in an iron cage, worn down by the sun and lack of water.

MARIBEL DE LA VEGA – Maribel's husband Roberto owns a large hacienda outside San Antonio. He has posted a reward of $500 to anybody who can save his wife.

4 MEXICAN WOMEN – They know no English.

8 COMANCHE PRISONERS – These five women and their three children will be taken care of by the Comanches.

Guest Customer (Order #49645230)

FORT SILL

Colonel Ranald S. Mackenzie has recently taken command of Fort Sill with the 4th Cavalry. General Sherman has entrusted him with finding a solution to the Comanche problem. 400 cavalry and 150 infantry men are stationed here, all at his disposal. The Indian Agent James Haworth is a Quaker who has started an indian school at the fort.

1. HEADQUARTER – Colonel Mackenzie's office. Most of the peace negotiations with Quanah will be held here.
2. INFANTRY BARRACKS – Two barracks house the 11th Infantry, Company C, E, and I.
3. CAVALRY BARRACKS – The 4th Cavalry regiment, also known as *Mackenzie's Raiders*, are stationed at Fort Sill. The Cavalry stables are behind these barracks, to keep the soldiers ready for battle as fast as possible.
4. HOSPITAL – Doctor Jacob J. Sturms attends to sick and wounded soldiers. If Mackenzie believes someone going here was not sick enough, he extracts severe punishments for laziness. Sturm attends to the Comanches at the reservation too. He knows their language, Uto-Aztecan, and often helps with translations.
5. COLONEL MACKENZIE'S HOUSE – Mackenzie's house is at the center of the northern side of the drill ground.
6. OFFICER QUARTERS – The officers live here.
7. CHAPEL – The Chapel is brand new.
8. GUARD HOUSE – There are always two guards posted at this stone building. The cellar harbors jail cells for prisoners such as Comancheros, outlaws, deserters, and renegades. When the posse arrives, their captive Comancheros and renegades are placed here to begin with. This includes Quanah and other Comanche Chiefs.
9. KITCHEN AND MESS – There is one mess for privates and a more lavish part of the mess for the officers.
10. COMMISSARY STOREHOUSE – The Commissioner, Lieutenant Lloyd Holloway, is in full control of the guns, ammunition, canons, tents, provisions, uniforms, and other items such as hats, shoes, belts, buttons, trumpets, army holsters, sabres, and insignias stored here.
11. QUARTERMASTER WAREHOUSE – Sergeant Sam Pearson is responsible for regiment support such as saddlers, wheelwrights, coaches, smiths, laundresses, and veterinarians. The corral is under his control too.
12. QUARTERMASTER CORRAL – South of the fort, below a slope, is this well-fortified corral. It is surrounded by a high stone wall with portholes to easier resist an attack. This corral came later than the fort, after a Kiowa attack on Fort Sill. There is a lot of activity down here with grazing livestock, different artisans and their workshops, and Neal Evans' General Store.

Guest Customer (Order #49645230)

MOLLIE

Mollie is the characters' way into this adventure. She is newly widowed; her husband was killed in a raid at their farm. One of the characters should be related (or a friend) to her or the deceased. The Game Master decides, based upon the characters' backgrounds. You can change her and/or her late husband's name if you prefer to.

Living at the outskirts of Buffalo Gap is not for the lazy or the greenhorns. It is hard work and dangerous if you cannot handle a gun when outlaws or raiding warriors show up. Mollie regrets she was not at home when her beloved husband died; she never had a chance to save him. She was always the better shot of the two of them.

Mollie has no living children, even if Noah is a comfort in her sorrow. She is used to getting by on her own, but appreciates the company of the characters – at least if they help out. If they do, she offers the best the farm can manage. If they are lazy she will feel used, get grumpy, and lets them know it.

DESCRIPTION OF MOLLIE CONCANNON

41 years; 5'4; 136 lb, Brown eyes; Darkbrown hair; Place of birth; San Antonio, Texas; Right-handed

TALENTS Dilettante/Green Thumb/Handy
OBSTACLES Incorruptible/Teetotaller/Woman

REP +5/60 **DESTINY P.** 1 **OBSTACLE P.** 3

COL 17 **CON** 13 **DEX** 13 **INT** 14
QCK 10 **STR** 9 **VIG** 14

Guts 1 **Grit** 5 **Cool under Fire** 1 **Defense** 6

WEAPON	To Hit	Defend	CS	Actions	Q
Shotgun	20	-	12	2	±0
Unarmed	10	9	8	1	-

SKILLS
Animal Husbandry/Hogs 12, Arithmetic 13, Craft/Agriculture 15, Craft/Butchering 9, Craft/Cooking 18, Craft/Sewing 15, Dance 10, Drive/Carriage 10, Etiquette 10, Expertise/Native Culture 5, First Aid 10, Read/Write 14, Religion/Christianity 12, Ride 10, Scout 5, Survival/Prairie 5, Weather Lore 8

NOAH OAKES

Noah is not very old, but works hard to help his family. They had some hard years, even since they left the cotton plantations of Corpus Christie and the night riders behind them. Nowhere was the family able to get enough work for all to live well until the last couple of years, here at *Pleasant Creek*.

Due to Aunt Mollie and her husband giving them work at times and they got to live in a house at the farm for free until their luck changed for the better. They also got food when needed and they were always treated kind. That makes the violence and terror of last week even more horrible.

When Noah was fishing in the creek Comanches raided the farm. Noah's dad and Mollie's husband were killed and Noah's mother and sister abducted. Noah saw the murderer in the Top Hat as he left. His hatred is burning; he wants revenge and to save his loved ones. He also wants to help Mollie now that she needs it. Characters caring about Noah's family will be treated as friends, with trust and kindness.

DESCRIPTION OF NOAH OAKES

13 years; 5'4; 132 lb, Brown eyes; Black hair; Place of birth; Galveston, Texas; Right-handed

TALENTS Dilettante/Eagle Eye/Night Vision
OBSTACLES Loyal (Mollie)/Minor/Oppressed

REP ±0/20 **DESTINY P.** 1 **OBSTACLE P.** 2

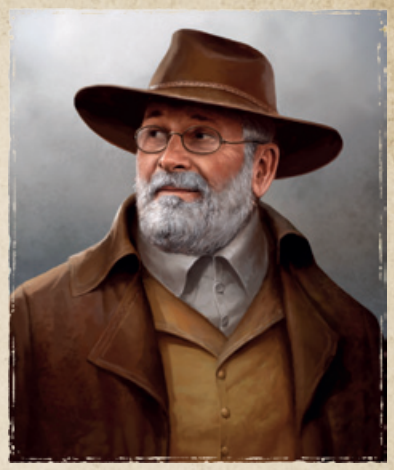
COL 11 **CON** 10 **DEX** 15 **INT** 12
QCK 14 **STR** 8 **VIG** 15

Guts 0 **Grit** 0 **Cool under Fire** 0 **Defense** 8

WEAPON	To Hit	Defend	CS	Actions	Q
Knife	16	16	11	2	±0
Unarmed	15	15	11	2	-

SKILLS
Acrobatics 8, Animal Husbandry/Hogs 8, Arithmetic 7, Craft/Agriculture 10, Craft/Carpentry 10, Dance 5, Drive/Carriage 7, Farm 12, First Aid 5, Hunt/Fish 13, Read/Write 6, Religion/Christianity 10, Ride 7, Stealth 11, Survival/Prairie 5, Swim 10, Weather Lore 6

CHARLES ELLISON



Charles Ellison is the closest neighbor of *Pleasant Creek's*, the farm the characters now have a stake in either as heirs or as trustees to guarantee Mollie will be treated right.

Ellison is a kind soul who always had a soft spot for Mollie. She is a good woman, the kind his children need in their lives since their mother died. Now Sofia, the Mexican housekeeper he hired, takes care of the kids and their home while Charles is working the farm. Charles Jr has started school while Lucille is no older than three.

Charles intends to propose to Mollie as fast as it is appropriate. The decision is based on practicality and what is reasonable rather than some secret love of his. Combining their pieces of land simply makes a lot of sense.

Charles' intentions are good and he does what he can for Mollie. He would not risk his own farm or his children's safety, though. A man must be able to prioritize and keep his head cool!

Ellison trusts McCord more than Hayden and will vote for him as sheriff.

DESCRIPTION OF CHARLES ELLISON

49 years; 5'7; 163 lb, Brown eyes; Grey hair; *Place of birth;* Austin, Texas; Right-handed

TALENTS Focused/Handy/Hard to impress
OBSTACLES Achilles' Heel/Bl. Heart/Incorruptible

REP 10/75 **DESTINY P.** 1 **OBSTACLE P.** 2

COL 15 **CON** 14 **DEX** 14 **INT** 13
QCK 12 **STR** 12 **VIG** 13

Guts 1 **Grit** 7 **Cool under Fire** 4 **Defense** 7

WEAPON	To Hit	Defend	CS	Actions	Q
S&W American	16	-	14	2	±0
Winchester -73, rifle	18	-	14	2	±0
Unarmed	18	18	13	2	-

SKILLS
Animal Husb./Cattle 15, Arithmetic 15, Business/Cattle 15, Craft/Agriculture 10, Craft/Horses 10, Dance 8, Drive/Carriage 14, Eloquence 10, Etiquette 10, Exp./Economics 15, Game/Cards 7, Hunt/Fish 10, Read/Write 15, Rel./Christian 10, Ride 14, Scout 13, Track 8

Guest Customer (Order #49645230)

AUGUSTUS Q. CULPEPPER

Augustus Quentin Culpepper was a colonel in the Confederate Army and is used to people following his orders. He is the largest rancher in Taylor County with several employees. Business is good and he wants to expand his land.

Culpepper would like to get *Pleasant Creek*; it is a well-kept farm with access to water. He is prepared to pay $1.000 – an offer he will present in the harsh tone he uses almost all the time. Culpepper does not talk more than necessary or smile without a reason.

The pride and joy of his life is his daughter Annabelle. She is always able to get him in a good mood. She is her daddy's little princess and ridiculously spoiled, since he would do anything to make her happy. When she is in danger, he is prepared to tear up Heaven and Hell to come to her aid. All who will help him and join the posse will get his friendship and gratitude. Those in his way will be his worst enemies.

He has chosen to back Hayden in the election for Sheriff, since he believes he will profit from it.

DESCRIPTION OF AUGUSTUS CULPEPPER

45 years; 5'9; 181 lb, Brown eyes; Brown hair; *Born in;* Brentwood, Tennessee; Right-handed

TALENTS Focused/Fearless/I am the Law
OBSTACLES Achilles' Heel/Blunt/Hot-Headed

REP -10/120 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 9 **CON** 14 **DEX** 15 **INT** 13
QCK 14 **STR** 13 **VIG** 11

Guts 4 **Grit** 14 **Cool under Fire** 13 **Defense** 13

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Cavalry	22	-	18	3	±0
Spencer, rifle	21	-	16	3	±0
Unarmed	23	23	17	3	-

SKILLS
Animal Husb./Cattle 14, Arithmetic 15, Business/Cattle 15, Craft/Horses 10, Drill/Cavalry 18, Drive/Carriage 12, Exp./Economics 10, Exp./Mil. Strategy 14, Game/Cards 9, Law/Military 10, Leadership 15, Org./Army 17, Read/Write 14, Rel./Christian 10, Ride 17, Scout 13

ANNABELLE CULPEPPER

Annabelle is the prettiest girl in all of Taylor County. Everybody tells her so, all the time. Her dad claims she is the prettiest in the world and he is usually right. He is the kindest daddy there is and gives her all she wants. If he does not do it straight away, all it takes is her looking hurt, sad, or angry. He seems proud when she shows a strong will and demands to get her way.

She can be selfish and not always willing to share. All may not have as much as she does, but it is not her fault. Neither God nor their parents love them as much as her father loves her.

Annabelle can be unbearably self-righteous and spoiled. She does not handle setbacks well. She wants to be flirted with when she demonstratively drops her handkerchief in front of a young man or immediately attended to in a store instead of waiting her turn!

That said, she can also be sweet, kind, and disarmingly naive. She loves meeting new people, as long as they are charming and look like gentlemen, or at least proper.

DESCRIPTION – ANNABELLE CULPEPPER

19 years; 5'4; 128 lb, Blue eyes; Blond hair; *Place of birth;* Houston, Texas; Right-handed

TALENTS Charismatic/Liar/Spoiled
OBSTACLES Dandy/Impressionable/Woman

REP -5/80 **DESTINY P.** 1 **OBSTACLE P.** 3

COL 13 **CON** 12 **DEX** 15 **INT** 9
QCK 12 **STR** 8 **VIG** 15

Guts 0 **Grit** 1 **Cool under Fire** 0 **Defense** 7

WEAPON	To Hit	Defend	CS	Actions	Q
Remington derringer	10	-	8	1	+1
Unarmed	10	10	8	1	-

SKILLS
Arithmetic 13, Art/Calligraphy 13, Art/Draw 13, Craft/Cooking 5, Craft/Sewing 12, Dance 14, Drive/Carriage 7, Eloquence 10, Etiquette 12, Expertise/Literature 7, Game/Cards 5, Language/French 10, Music/Piano 14, Music/Singing 15, Read/Write 15, Religion/Christianity 11, Ride 10

REBECCA BLACKWOOD

Rebecca Blackwood is a rarity – a female reporter with power and influence. She does not only write for the magazine; she is also the owner and the editor. She has learned all about the newspaper business from her father. Since he lacked both sons and prejudices, he raised his daughter to take over after him. She has his code of honor and her insistence to tell the truth no matter the circumstances. The truth can be hard and unpopular.

When her father died it was a hard blow. She grieves him still, even if the years has passed since his death. He came here to write a report on the new community; Buffalo Gap. He was killed in the massacre, when the Comanches killed so many. She moved here to get closer to him. His death made her hate the Native warriors. Should she learn the truth about the attack on the Comanche camp, she will change her mind. She prides herself of listening to arguments before making her mind up.

Duke Hayden is trying to court her, but she detests him.

DESCRIPTION OF REBECCA BLACKWOOD

31 years; 5'5; 137 lb, Blue eyes; Red hair; *Place of birth;* Austin, Texas; Right-handed

TALENTS Artistic/Judge of Character/Like a Man
OBSTACLES Code of Honor/Reckless/Woman

REP 8/90 **DESTINY P.** 2 **OBSTACLE P.** 4

COL 15 **CON** 10 **DEX** 13 **INT** 15
QCK 13 **STR** 8 **VIG** 17

Guts 0 **Grit** 3 **Cool under Fire** 1 **Defense** 7

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Cloverleaf	15	-	10	2	±0
Unarmed	12	12	8	1	-

SKILLS
Arithmetic 18, Art/Authorship 15, Art/Draw 10, Craft/Engraving 10, Craft/Printing 15, Dance 10, Drive/Carriage 10, Eloquence 10, Etiquette 12, Expertise/Literature 12, Expertise/Politics 10, Hide/Seek 10, Law/Civil 8, Read/Write 20, Scout 5, Religion/Christianity 10, Ride 5, Stalk 10

Guest Customer (Order #49645230)

DUKE HAYDEN

Duke is the youngest of the Hayden brothers and the most handsome of them – according to him. Compared to his insane brother Wes, the one believed to be dead, that does not really say much. But the Hayden brothers would not be able to run Buffalo Gap were it not for his older brother Mortimer. He has the plans and Duke convinces people it is the right thing to do. That is why Duke is a candidate for Sheriff against the sitting Gideon McCord. Once Duke is the law, people will not be able to protest against the brothers' business. But Duke has no intention to remain a lawman; it is just the first step of a career that will take him all the way to Washington D.C.

Duke loves to show off his wealth. He has the largest saloon in Buffalo Gap and considers himself to be a gambler. He loses most of the time, though.

He has tried to court Rebecca Blackwood for half a year, but she shows no interest. Duke is determined to marry her eventually. Her owning the newspaper is just a happy coincidence.

DESCRIPTION OF DUKE HAYDEN

33 years; 5'7; 176 lb, Blue eyes; Black hair; *Born in;* Clarksville, Tennessee; Right-handed

TALENTS Financier/Resistant/Silvertongue
OBSTACLES Dandy/Fanatic (Hate Natives)/Loyal

REP 15/90 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 12 **CON** 14 **DEX** 15 **INT** 13
QCK 14 **STR** 13 **VIG** 12

GUTS 3 **GRIT** 6 **COOL UNDER FIRE** 5 **DEFENSE** 12

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Peacemaker	20	-	18	3	+1
Winchester -73, carb.	18	-	15	3	±0
Knuckle-duster	22	22	18	3	±0

SKILLS
Arithmetic 15, Dance 10, Etiquette 10, Deal 15, Drive/Carriage 10, Eloquence 12, Exp./Politics 10, Game/Billiards 9, Game/Cards 14, Game/Hazard 10, Law/Civil 5, Leadership 8, Read/Write 14, Rel./Christian 10, Ride 11, Appraisal 10, Sleight of Hand 10

MORTIMER HAYDEN

Mortimer is the oldest of the Hayden brothers and their leader. Wes may be insane and unpredictable, but Mortimer knows how to scare him into submission. Duke is easy to manage; just let him be popular at the gambling place he runs and he is happy. On the other hand, you should never underestimate running a place where you can whip up a mob with the help of some free booze and an inspired speech.

Mortimer is a greedy man who will never shy away from getting an extra dollar. The consequences for others mean nothing to him, not as long as he is the one to profit from their misery. If they are indebted to his bank, the fault is their own. If not, he uses sudden deaths to present forged papers to the heirs, making it look like he was owed money and thus stands to gain that – or their farm. He is a skilled forger, making those notes himself.

Mortimer acts cold when in a position of power, but suave while he still analyzes his opposition, building a strategy to crush them completely.

DESCRIPTION OF MORTIMER HAYDEN

42 years; 5'7; 194 lb, Brown eyes; Brown hair; *Born in;* Clarksville, Tennessee; Right-handed

TALENTS Business Sense/Judge of Character/Liar
OBSTACLES Arch Nemesis/Greedy/Sadistic

REP -23/110 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 18 **CON** 10 **DEX** 13 **INT** 17
QCK 11 **STR** 13 **VIG** 15

GUTS 2 **GRIT** 8 **COOL UNDER FIRE** 5 **DEFENSE** 7

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Peacemaker	18	-	15	3	+1
Unarmed	18	17	13	2	-

SKILLS
Appraisal 15, Arithmetic 18, Art/Calligraphy 14, Business/Cattle 10, Business/Railway 15, Craft/Engraving 14, Craft/Forgery 16, Deal 18, Eloquence 10, Exp./Economics 17, Exp./Politics 10, Drive/Carriage 10, Etiquette 8, Game/Cards 10, Read/Write 16, Rel./Christian 8, Ride 10, Telegraphy 10

WOLFGANG STRODER

Stroder is a German gunslinger working for Mortimer Hayden and his bank. He is paid well enough not to question the orders he gets Stroder's loyalty is for hire, even if he believes the Hayden brothers are rich bastards.

Stroder has no scruples and feels no remorse for the farmers he kills. He is a mean guy who gets a kick from scaring people. He is especially happy when he can provoke a slower opponent to draw on him. Then he can shoot them down on an open street and the law can do nothing about it. It will be even easier to avoid problems with the law once Duke Hayden is elected County Sheriff.

Stroder does not like Texas. It is too many rednecks and painfully hot.

He is vain and cares about his looks, wearing an elegant suit and a derby. The round sunglasses are primarily to see better in the blazing sun.

Gambling is a vice, but he loves to win from people who cannot afford to lose, while he scornfully smokes his expensive cigarillos. That said, he would not mind a better competition at times.

DESCRIPTION OF WOLFGANG STRODER

30 years; 5'8; 172 lb, Blue eyes; Dark blond hair; *Place of birth;* Düsseldorf, Prussia; Right-handed

TALENTS Card Sharp/Fearless/Hard to Impress
OBSTACLES Dandy/Reckless/Superstitious

REP -22/140 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 15 **CON** 13 **DEX** 18 **INT** 11
QCK 18 **STR** 10 **VIG** 14

GUTS 3 **GRIT** 13 **COOL UNDER FIRE** 10 **DEFENSE** 14

WEAPON	To Hit	Defend	CS	Actions	Q
S&W American	24	-	22	4	+1
British Bulldog	22	-	23	4	±0
A. Toothpick (boot)	18	17	17	3	±0

SKILLS
Acrobatics 10, Arithmetic 12, Coordination 10, Exp/History 8, Exp/Literature 12, Exp/Weapons 14, First Aid 10, Game/Cards 16, Game/Hazard 8, Language/English 13, Read/Write 12, Ride 10, Swim 8, Weapons Drill/Revolver 17, Sleight of Hand 12

Guest Customer (Order #49645230)

GIDEON McCORD

This former Texas Ranger is a lawman of the old kind. Many know how much he has done over the years, the lives he saved, and the gunfights he fought. They are grateful, but he gets embarrassed if they bring it up. He is incorruptible and will uphold the law at any cost. Neither money nor threats of violence may sway his commitment.

Those who would rather see Duke Hayden as Sheriff may believe they will profit from it. Others may not even like Hayden, but fear he is right when he claims McCord is too old and not fit enough to handle the responsibilities of being a lawman anymore.

Gideon dislikes holding speeches and all the campaign-style events. Had he not disliked the Haydens so much, he would have retired to his ranch outside Buffalo Gap. Now he just stays in the race to try to stop Duke Hayden.

He is not a man of many words, but he listens. At the same time, he knows it will take proof to bring down men like the Haydens. As soon as he has that, he is willing to act.

DESCRIPTION OF GIDEON McCORD

45 years; 5'7; 181 lb, Brown eyes; Brown hair; *Place of birth;* San Antonio, Texas; Right-handed

TALENTS Bloodhound/Fearless/Hard to Impress
OBSTACLES Blunt/Code of Honor/Incorruptible

REP 24/115 **DESTINY P.** 3 **OBSTACLE P.** 4

COL 18 **CON** 14 **DEX** 17 **INT** 13
QCK 15 **STR** 12 **VIG** 15

Guts 3 **Grit** 16 **Cool under Fire** 12 **Defense** 14

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Cavalry	22	-	18	3	±0
Winchester -73, rifle	24	-	17	3	±0
Unarmed	24	23	18	3	-

SKILLS
Acrobatics 8, Animal Husbandry/Cattle 12, Arithmetic 12, Craft/Cook 9, Drive/Carriage 10, First Aid 10, Game/Cards 9, L./Spanish 10, Law/Civil 9, Leadership 7, Exp/Native Culture 12, Read/Write 10, Ride 15, Scout 15, Stealth 10, Survival/Prairie, 14, Track 14

EBENEZER WHITEHURST

The God Ebenezer prays to, believes in, and spent his life preaching about does not turn the other cheek. There is no forgiveness or atonement. You must go down on your knees and confess your sins, then live according to what your God demands of you – or rather what Ebenezer demands. And never hesitate on God's will for the Natives. The preacher sees the Native communities as the Sodom and Gomorrah of the new world. If there are any righteous among them, God will spare them. But their destiny is to be exterminated; all of them. Godfearing Christians will make sure they get what they deserve.

Ebenezer was a fire and brimstone preacher even as a young man. The fires of Hell feel more true to him than Heaven does. His hatred of Natives goes back to the massacre where his brother died and he was hurt. The warriors had the audacity to retaliate for the attack people of Buffalo Gap made on their camp. Ebenezer walks with a cane since, as a painful reminder of their unforgiveable crime.

DESCRIPTION – EBENEZER WHITEHURST

58 years; 5'8; 168 lb, Brown eyes; Grey hair; *Born in;* Vicksburg, Mississippi; Right-handed

TALENTS Demagogue/Handy/Hard to Impress
OBSTACLES Cripple/Fanatic/Teetotaller

REP 2/85 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 9 **CON** 13 **DEX** 15 **INT** 15
QCK 10 **STR** 10 **VIG** 18

Guts 1 **Grit** 3 **Cool under Fire** 2 **Defense** 8

WEAPON	To Hit	Defend	CS	Actions	Q
Shotgun	15	-	11	2	±0
Unarmed	14	15	12	2	-

SKILLS
Arithmetic 15, Craft/Agriculture 12, C./Carpentry 14, Drive/Carriage 10, Eloquence 15, Etiquette 10, First Aid 12, Expertise/Philosophy 10, Language/Latin 10, Leadership 10, Music/Organ 10, Music/Singing 10, Read/Write 15, Religion/Christian 18, Rel. Ceremonies/Preacher 15, Ride 10, Scout 9

TOMAS "TOM" MALLORY

Tom is the town drunk of Buffalo Gap. He has not had a regular job in ages and avoids being sober if he can. Not that drinking makes him happier, even though he believes it does. What actually happens is that he does not remember afterwards how angry and sad he was when he was drunk.

Tom has reasons to be angry and sad. He feels terrible over the things he has done, things most men in Buffalo Gap at the time did. They rode out to a Comanche camp close by and killed all the Natives they could find. The warriors were not there but that made no difference. They killed women, children, and elders. They wanted to scare the Natives away and have their new community at peace. It backfired.

The warriors retaliated. Their raid at Buffalo Gap, where his brother died, was vengeance. Tom cannot forgive himself and only talks about it when drunk. He longs for a chance to redeem himself and make things right. He joins the posse. It may be the last chance he gets to do the right thing.

DESCRIPTION OF TOMAS MALLORY

37 years; 5'7; 154 lb, Blue eyes; Brown hair; *Place of birth;* Fort Smith, Arkansas; Left-handed

TALENTS Animal Trainer/Dilettante/Night Vision
OBSTACLES Animal Lover/Drunkard/Unlucky

REP -5/45 **DESTINY P.** 1 **OBSTACLE P.** 3

COL 14 **CON** 9 **DEX** 14 **INT** 12
QCK 12 **STR** 10 **VIG** 13

Guts 0 **Grit** 4 **Cool under Fire** 3 **Defense** 7

WEAPON	To Hit	Defend	CS	Actions	Q
Remington Navy	17	-	13	2	-2
(Sharps, rifle)	20	-	14	2	±0
Unarmed	18	18	12	2	-

SKILLS
AnimalHusbandry/Cattle10, AnimalTraining/Mounts 14, Arithmetic 10, Craft/Cook 5, C./Horses 14, Drive/Carriage 10, Exp./Native Culture 7, First Aid 8, Game/Cards 7, Hunt/Fish 10, Read/Write 9, Ride 13, Scout 12, Stealth 10, Track 10, Survival/Prairie 10

Guest Customer (Order #49645230)

JIM FLETCHER

The stench of death is ingrained in every fiber of Jim Fletcher. To be a bone collector is hard and ungrateful work. Once he fills his wagon with the dried out skeletons of a hundred buffalos, he can sell his load for $5 and then start over. He is like a vulture living on the very last remains of the prairie's once proud kings. Now their bones will be ground down and used for filtrating impurities to be part of cosmetics.

It is a hard and lonely work. He grabs every chance to earn an extra dollar, often with a shotgun in his hands. Mexico still pays for scalps, so he takes a tour down there every now and then. No conscience is holding him back from robbing lonely people out in the wilderness when they sleep, taking both their belongings and their scalps.

He can work with others, but gets suspicious of being tricked out of his cut. Jim is boastful; he always claims to be a great frontiersman worth hiring for different reasons. He tells stories of his bravery and savage violence.

DESCRIPTION OF JIM FLETCHER

42 years; 5'9; 148 lb, Brown eyes; Grey black hair; *Place of birth;* Chicago, Illinois; Right-handed

TALENTS Eagle Eye/Liar/Slippery
OBSTACLES Detested by Animals/Hot-Headed/Slob

REP -12/84 **DESTINY P.** 2 **OBSTACLE P.** 2

COL 14 **CON** 10 **DEX** 15 **INT** 12
QCK 13 **STR** 9 **VIG** 17

Guts 1 **Grit** 6 **Cool under Fire** 5 **Defense** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Army Richards	17	-	16	3	±0
Shotgun	22	-	14	2	±0
Green River, knife	24	24	18	3	±0

SKILLS
Arithmetic 8, Craft/Butchering 10, Craft/Cooking 8, Craft/Furrier 15, Deal 12, Drive/Carriage 15, Exp/Native Culture 7, First Aid 5, Game/Cards 6, Hunt/Fish 12, Read/Write 5, Ride 9, Scout 16, Stealth 12, Survival/Prairie 15, Track 10, Weather Lore 14

AMOS WALSH

Amos is an old Irish army veteran serving in the cavalry for the last 18 years. He enlisted when he came to America and has never changed careers.

He served with Wes Hayden out west before the Civil War. As far as Amos knows, Wes died in the Buffalo Gap massacre. He remembers him as a happy young man in their spare time, but with a mean streak in battle. Wes was not satisfied with killing his enemies. He wanted to make them suffer and liked to maim them in ways that can still make Walsh sick when thinking about it despite all the death and misery Amos has seen since then.

Walsh fought for the Union during the Civil War. Once it was over, he was transferred west and has served in the Indian Territory and Texas for more than a decade now.

The men under his command hold him in high regard for his experience, calm and competence. He is a hardened taskmaster, but is fun to be around.

Amos can be a source of information if the characters act with integrity.

DESCRIPTION OF AMOS WALSH

44 years; 5'8; 185 lb, Blue eyes; Dark blond hair; *Place of birth;* Killarney, Ireland; Right-handed

TALENTS Eagle Eye/Fearless/Resistant
OBSTACLES Code of Honor/Incorruptible/Subordinate

REP 12/90 **DESTINY P.** 3 **OBSTACLE P.** 3

COL 18 **CON** 14 **DEX** 15 **INT** 13
QCK 13 **STR** 13 **VIG** 10

Guts 4 **Grit** 17 **Cool under Fire** 13 **Defense** 10

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Cavalry	22	-	17	3	±0
Springfield, carbine	20	-	15	3	±0
Light sabre	24	22	16	3	±0

SKILLS
Acrobatics 5, Arithmetic 10, Craft/Horses 12, Drill/Cavalry 15, Exp/Mil. Strategy 15, Exp/Native Culture 15, First Aid 12, Game/Cards 8, Law/Military 10, Leadership 14, Org/Army 18, Read/Write 10, Ride 15, Scout 15, Stealth 10, Survival/Prairie 12, Track 9

RANALD S. MACKENZIE

Colonel Ranald Slidell Mackenzie is a career officer dreaming about a proper recognition. He wants to be promoted, and for the newspapers to write about and praise his actions. He might even rise to be president, God willing.

He has no illusions, though. His long military experience will not be enough. Neither is President Grant's praise that Ranald is the most promising young officer in the entire army. He must once again prove his metal on the battlefield. All these battles during the Civil War, or the fights against the Natives since then was not enough. He must do more. Show more.

Colonel Mackenzie has fought a merciless war against the Comanches for years. Now he has given them an ultimatum. Lay down your arms and come to Fort Sill. If they obey, he has promised to treat them well and he is a man of his word. If not, they will die.

He does not care if his men like him as long as they do as they are told. The smallest disciplinary problem will be severely punished.

DESCRIPTION OF RANALD MACKENZIE

35 years; 5'7; 161 lb, Blue eyes; Brown hair; *Born in;* Westchester, New York; Right-handed

TALENTS Born to Ride/Fearless/Leader
OBSTACLES Blunt/Hot-headed/Reckless

REP 15/225 **DESTINY P.** 3 **OBSTACLE P.** 4

COL 9 **CON** 10 **DEX** 17 **INT** 15
QCK 13 **STR** 10 **VIG** 18

Guts 3 **Grit** 15 **Cool under Fire** 15 **Defense** 13

WEAPON	To Hit	Defend	CS	Actions	Q
Colt Cavalry	20	-	18	3	+1
Spencer, carbine	20	-	15	3	+1
Light sabre	25	25	17	3	+1

SKILLS
Arithmetic 18, Drill/Cavalry 18, Exp/Mil. History 14, Exp/Mil. Strategy 17, Exp/Native Culture 10, First Aid 10, Game/Cards 8, Law/Military 12, Leadership 18, Org/Army 20, Read/Write 18, Rel/Christian 10, Ride 16, Scout 15, Stealth 8, Survival/Prairie 10

Guest Customer (Order #49645230)

QUANAH PARKER

This Comanche War Chief, often called *The Red Devil* by white people, is a towering man of a commanding presence.

The road to success has long been easy; to be the most feared warrior who never show fear or grant any mercy. Selling captured women and children has both provided the tribe with money and made their enemies more cautious.

Now Quanah's fighting spirit is broken. The white men do not fight with honor, man to man. Instead they kill the animals, exterminating buffalos and slaughtering thousands of the Comanche's horses. They are cowardly monsters, but effective.

Quanah's people are starving but cannot surrender until they are cleared from suspicions for the recent raids against farms in the Buffalo Gap area.

Quanah's mother, Cynthia Ann Parker, was a white woman. She was freed when Quanah was still a child. He is fluent in English and wants to help his tribe win on a new battlefield – in business! Quanah is pragmatic, calm, methodical, and totally fearless.

DESCRIPTION OF QUANAH PARKER

30 years; 5'9; 183 lb, Greyblue eyes; Black hair; *Place of birth;* Laguna Sabinas; Right-handed

TALENTS Born to Ride/Charismatic/Leader
OBSTACLES Half-Breed/Loyal (Tribe)/Wanted

REP -35/275 **DESTINY P.** 4 **OBSTACLE P.** 5

COL 17 **CON** 15 **DEX** 18 **INT** 15
QCK 15 **STR** 13 **VIG** 14

Guts 5 **Grit** 18 **Cool under Fire** 13 **Defense** 15

WEAPON	To Hit	Defend	CS	Actions	Q
Winchester -73, carb.	20	-	18	3	±0
Colt Peacemaker	19	-	17	3	+1
Tomahawk	25	24	22	4	±0

SKILLS
Acrobatics 14, Arithmetic 11, Dance 10, Eloquence 12, Etiquette 10, Exp/White Culture 10, First Aid 10, Hunt/Fish 15, L/English 17, Leadership 15, Org/Warrior Societies 15, Read/Write 10, Religion 15, Ride 18, Scout 17, Stealth 15, S/Prairie 15, Track 15, Weather Lore 10

RED KNIFE

Red Knife is angry, bitter, and full of hate. He hates the white people spreading like locusts over the wilderness his people used to have free access to. No matter how many white men die, they keep coming in higher numbers and with better weapons. They kill buffalo without discernment or reason. Red Knife wants the Comanches to retaliate against the white men killing women and children. All their farms, all women and all children should be attacked as vengeance. Some can be taken captives, the rest killed.

He is bitter at the Comanches as well. His own tribe mocks him and took away the honor and respect he deserved as their War Chief. The son of a white woman is their most respected War Chief. Thinking about how the half-breed Quanah could be leader of the tribe fills Red Knife with rage. That honor should belong to him.

Now he is War Chief for a group of angry renegades. He also cooperates with the white and crazy Comanchero Scarface. They are both as full of hate.

DESCRIPTION OF RED KNIFE

28 years; 5'7; 165 lb, Brown eyes; Black hair; *Born in;* Llano Estacado, Texas; Right-handed

TALENTS Born to Ride/Night Vision/Totem
OBSTACLES Oppressed/Scapegoat/Vengeful

REP -15/90 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 10 **CON** 14 **DEX** 18 **INT** 12
QCK 15 **STR** 13 **VIG** 13

Guts 3 **Grit** 10 **Cool under Fire** 9 **Defense** 13

WEAPON	To Hit	Defend	CS	Actions	Q
Spencer, carbine	19	-	16	3	±0
Colt Cavalry	18	-	17	3	±0
Bowie	24	24	19	3	±0

SKILLS
Acrobatics 12, Dance 10, Exp/White Culture 7, First Aid 10, Hunt/Fish 10, Language/English 12, Leadership 9, Mimicry 10, Org/Warrior Societies 10, Religion 10, Ride 15, Scout 15, Stealth 14, Survival/Prairie 15, Track 10, Weather Lore 9

WES HAYDEN

Once upon a time, Wesley was a young man with his whole life ahead of him. Together with his two brothers they would conquer the world. Mortimer was the man with the plans to make them rich. Duke was the charmer to make them popular. Wes could gather an army – his brothers in arms.

Life as a soldier fit him, especially the brutal battles against the Mexican and Native people. He could enact his most sadistic ideas on the battlefield. But everything changed when the Comanche warriors retaliated after the attack on their camp. Wes had made good use of his saber – a happy memory. But their vengeance was brutal; he was scalped, burned, and left for dead.

He survived, as the Comanchero Scarface. Comanche renegades under Red Knife perform the raids he orders on farms. It is Mortimer's requests, but he does not tell Red Knife that. His hate still burns, stronger than ever, being paramount in his life. He is insane, furious, and erratic. Even those in his camp, under his command, fear him.

DESCRIPTION OF WES HAYDEN

37 years; 5'7; 168 lb, Brown eyes; Brown hair; *Born in;* Clarksville, Tennessee; Right-handed

TALENTS Fearless/Focused/Frontiersman
OBSTACLES Cripple/Hot-headed/Sadist

REP -25/140 **DESTINY P.** 2 **OBSTACLE P.** 3

COL 13 **CON** 14 **DEX** 18 **INT** 10
QCK 17 **STR** 10 **VIG** 13

Guts 3 **Grit** 12 **Cool under Fire** 10 **Defense** 13

WEAPON	To Hit	Defend	CS	Actions	Q
2 Remington Army#3	23	-	22	4	±0
Winchester -73, rifle	22	-	18	3	±0
Bowie	22	22	18	3	±0

SKILLS
Acrobatics 5, Arithmetic 13, Business/Slaves 10, Drill/Cavalry 10, Drive/Carriage 10, Expertise/Native Culture 8, Game/Cards 8, Organization/US Army 12, Read/Write 10, Ride 15, Scout 14, Stealth 10, Survival/Prairie 10, Track 9

Guest Customer (Order #49645230)

NON-PLAYER CHARACTERS

JESSE BRIGGS

Buffalo Gap's Deputy Sheriff is a young man with a self confidence that can move mountains. He is a decent shot but even better at showing off with his revolver in different weapons drills. He believes he is a better man to be County Sheriff than any of the candidates but accepts his time has not yet come. He is too young still. In order to keep the dream alive, he wants to stay on as Deputy, no matter who will be Sheriff. He actually prefers McCord but will not say so in public to avoid making Duke Hayden sour on him.

Jesse is tall and skinny, always dressed in a vest over a white shirt. He has a thin moustache and even thinner goatee to match his short slick black hair.

Jesse has stats like a City Marshal and Weapons Drill /Revolver 15.

REGINALD HORNSBY

At the beginning of this scenario, one of the players get a letter from this man. Reginald Hornsby is a lawyer in Buffalo Gap and the archivist for Taylor County. He is a kind and friendly man, but can seem a bit absent minded at times. He does not know all the early history of Buffalo Gap since he only came a few years ago, but he is willing to talk to characters about the town. He is honest and incorruptible, and expects the same from others.

He has stats like a Lawyer.

THADDEUS LANGFORD

The Mayor considers himself to be an important man, which his title is proof of. Others do not take him that seriously but they trust him to be honest and not corrupt. His family is wealthy and he is economically independent. He loves new techniques and makes a lot of experiments himself. That is where his heart is and he would rather talk about new steam engines than Native people. He finds their situation depressing.

Langford is well dressed but sometimes forgets to take off his leather apron when leaving his workshop. He is of regular build with hair that is a little too long and medium sized sideburns. He has a nice smile.

Thaddeus Langford has stats like an Inventor.

PHINEAS PEMBROKE

This skilled photographer dreams about capturing the life and nature of the wild Comanches with his camera. Unfortunately, he is very scared of them, not daring to get out in the wild and ask them to pose for him. The posse is his chance to at least get closer to them.

He is talkative but asks a lot of irrelevant questions. He also has integrity in spite of being easily scared.

Pembroke has stats like a Photographer.

DEXTER GREYSON

Culpepper's second in command is a hardened cowboy, good at his job and respected by the men at the ranch. Dexter has a severe crush on Annabelle. She has no interest in him; he is not good enough for her. He tries to shrug it off. He will have to convince her of how reliable he is and how much he loves her.

When others flirt with Annabelle, Dexter gets jealous. He is distraught, angry, and scared when she is attacked. He tries to get everyone to join the posse and would risk his life in a heartbeat to save hers. As long as the characters try to help, he is their best friend.

He is absolutely loyal to the Culpepper family and would never question his boss. He is protective of his men too, even if they get out of line at times. He tries to act the diplomat when that happens in town. He can be talkative after a few beers at the saloon and loves a challenge, as long as no guns are involved.

He has stats like an Experienced Cowboy.

ABRAHAM "OLD ABE" JONES

The driver has worked for the Culpepper family his entire life. Now he drives Miss Annabelle, and takes care of whatever she needs when they are away. He hates it but would not protest or cause problems. Culpepper is not a man to be challenged, not by one of his employees, and his daughter is the apple of his eye.

It is hard to get a chance to talk for long with Abe, since Annabelle demands a lot of attention. Should he feel relaxed he is a perceptive man who is also able to see the fun and absurdities even in hard situations.

Abraham has stats like a Driver.

WILLIAM "BILL" HAYES

The bartender at *Duke's Gambling Palace* is the one who really runs the place – with an iron hand, not missing anything that happens there. He does not like the Hayden brothers, but does not challenge them. If Duke becomes Sheriff, he will run this place even more undisturbed. That makes him help his boss by spreading false gossip about McCord. Even though McCord is a better man. Bill only cares about himself.

Bill has stats like a Bartender.

DOUGLAS TURNER

The bouncer at *Duke's Gambling Palace* obeys the bartender Bill Hayes blindly but does not care for the Hayden brothers. He is kind at heart, but willing to get brutal whenever Bill tells him to be.

Douglas is a towering figure – tall, broad, and strong. He trusts Bill to help him make the right judgements, since he is not smart himself.

Douglas has stats like a Bouncer.

Guest Customer (Order #49645230)

DANIELLA STEVENS

The restaurant owner is a widow who greets everyone with a smile. She is, however, stern on how you behave in her establishment. To begin with, there is a bowl of water and soap to wash your hands if need be.

Her daughter Patricia has disappeared on her way to Buffalo Gap with her fiancé to visit her mother. Daniella is very worried about her and cannot help but fear the Comanches are holding her captive.

She has stats as a Settler, and Craft/Cooking 15.

ROBERT & RICHARD COOPER

The guards at the bank are brothers, constantly talking between themselves about important stuff, such as pretty girls and who is the strongest, the best shot, or their mother's favorite son. They are not rude to other people; they simply do not find them all that interesting. They look menacing enough but are not perceptive if any suspicious people enter the bank. Robert is an inch taller than Richard. They are of average height and build, with dark hair and handlebars.

Stats as Guards, but only 9 in Vigilance.

LEE BRADY

This ruffian has always preferred a bloody brawl to so called 'entertainments' as playing cards or reading a book. Booze is a good thing, free booze even better, and for $50 he is willing to scalp other people than Comanches too. A typical bully, he loves to taunt those who are not as strong as him. He is not easy to strike up a conversation with and has nothing of value to contribute most of the time.

Lee Brady has stats as a Scalp Hunter.

PETE BURKHART

Pete is part of Scarface's band of Comancheros, the one that easiest fits into society. That has provided him with the role of being the courier between his boss and Mortimer Hayden. He has no idea the two are brothers, only that Scarface has business with the banker. He travels regularly to Buffalo Gap under the guise of being a buffalo hunter. He leaves and receives notes when he visits *Duke's Gambling Palace*. The bartender Bill Hayes handles the messages but has refrained from reading them. The envelopes are sealed and he does not want to be caught while prying one of them open. If he had, Bill would have been surprised since they are instructions from Mortimer Hayden on which farm the renegades should attack next.

Pete can act in a somewhat controlled and civilized manner when in town, but at heart he is a brute most comfortable at Scarface's camp. He is a bully and a drunk, full of prejudice and hate. He will join the posse to sabotage it and try to warn his friends. He will also try to rally support for an attack on Quanah.

Pete has stats as a Comanchero.

YELLOW DOG, SLOW BULL & LAZY COYOTE

These three renegades are all loyal to Red Knife; he is their War Chief. But when they get drunk, they can be a little bit too enthusiastic over the opportunities that show up. Then they act on it, hoping to be praised by their chief for their initiative. It has worked at times before, but not now. The attack on Annabelle Culpepper and taking her captive did not grant them any favors in Scarface's camp. Red Knife even scolded them for drinking too much. Now they are sulking, while longing to prove their value in battle once again.

They all have stats as Renegades.

PETE RUSSET

Pete is a typical Jack-of-all-trades without a hint of self-criticism, which makes him constantly expand his business – often with something more or less absurd. His store in Buffalo Gap is *Pete's Practical Emporium*, where he combines a lot of different skills and trades. He has a dentist chair if his customers get a toothache. It can also be used if you need a barber. He also runs a pawn shop, is a butcher, taxidermist (if not successful), ice cream maker, gravedigger, and undertaker. These are just a few of the things that has entered his mind and his shop.

Pete works hard and is enthusiastic. He is impulsive, never mean or ungracious but often absentminded. He is talkative, happy to spread information. Unfortunately, he is distracted and does not get all his facts right.

Stats like an Undertaker, but no Photography. Instead he has Craft/Butchering 10 and Deal 10.

BEAU BELLEGARDE

Beau is a well-dressed and charming man, much appreciated by the women in town. He fled here to get away from jealous husbands with criminal connections in Baton Rouge, New Orleans. He is trying to keep a low profile but cannot resist flirting completely.

He is easy to get along with – and lose money to. Beau is a skilled gambler, often at the saloon.

Beau has stats like a Gambler and Craft/Sewing 20.

ROSS McCLINTOCK

Ross is a buffalo hunter that hates the loneliness out in the frontier. Unfortunately, he is not likeable enough to lure somebody to accompany him. He has no real manners and can be hot-headed. He tries to better himself, though, wanting to feel like a part of something.

Ross has stats like a Buffalo Hunter.

PATRICIA STEVENS

Her time in captivity at Scarface's camp has shocked Patricia severely, and she is afraid of people she does not know. She cries with joy when she sees her mother, finally daring to relax, talk, or trust someone again.

Patricia has stats like a Teacher.

Guest Customer (Order #49645230)

INDEX

A

Accuracy 39
Actions 32, 52
Adventure: The Last Raid 274
  Agendas 281
  Background 276
  Buffalo Gap 295
  Comanchero's Hideout 302
  Events 284
  Fort Sill 303
  Local Attacks 279
  Map Overview 293
  NPCs 304
  Pleasant Creek 301
  Rumors 280
  Sheriff's Office 299
Aiming 44
America 1876 8
Ammunition. See Cartridges
Animals & Chases 161
  Animals 164
    Birds 164
    Herbivore 166
    Insects 166
    Other 168
    Poisonous Animals 164
    Predators 166
  Chases 198
    Fumble 203
    Movement 202
  Equipment 191
  The Wilderness 162
    Encounters 171
Archery 42
Artillery and Explosives 70

B

Barrel Length 149
Battles 64
  Battle Phases 64
  Leadership 65
  Morale 68
  The Battle Table 66
Blood Loss 82
Break Point (Break) 115

C

Caliber (Cal.) 148
Campaigns & Adventures 233
  Action 244
  Campaign 242
  Player Characters 236
  Realism 240
  Structure of Adventures 235
  Tips and Preparations 239
Cartridges 156
Chase Round 198
Chases
  Fumble 203
  Terrain Markers 204
Close Combat 50
Cold 83
Combat 31
Con Loss 82
Cool Under Fire 36
Coordination 52

D

Damage Group (Damage) 115
Damage Groups 78
Defend (Defend) 52
Defense 45, 52
Degrees and Specializations 39
Difficulty Levels 45, 53
Disciplines 51, 114
  Boxing 56
  Boxning 56
  Fencing 57, 58
  Fighting 58
  Kung Fu 59
  Savate 60
  Wrestling 61
Disease 88
  1. Rules for Diseases 89
  2. Diseases 90
    Cholera 92
    Diphteria 92
    Malaria 93
    Smallpox 93
    Syphilis 94
    Tuberculosis 94
    Typhus 95
    Yellow Fever 95
  3. Receiving Care 90
  4. Medical aides 91
Dizzy 80
Drowning 84
Drugs & Poison 96
  Drugs 98
    Alcohol 98
    Cannabis 99
    Chloroform 99
    Cocaine 99
    Morphine 100
    Opium 100
    Peyote and Mescaline 101
    Tobacco 101
  Poisonous Animals
    Gila Monster 105
    Scorpions 105
    Snakes 104
    Spiders 105

E

Effect 50
Example
  1. Reputation 30
  2. Quickness 37
  3. Range 44
  4. Target Template 48
  5. Close Combat 62
  6. Battle 74
  7. Injuries 81
  8 Permanent Injury 86
  9. Drugs 101
  10. Create Weapons 151
  11. Chases 214
  12. Prayer Points 227

F

Falls 81
Fanning 33
Fighting multiple opponents 53
Fire 83
Fixed Template 324
Forms 304
Fractures 85

G

Grit 79
Guts 79

H

Hanging 84
Heat 83
Hit Location table 52
Hit Template 46
Holsters 114, 152
Honor 16. See Reputation
Horse. Se Mounts
How you get recognized 20
Hunger 83

I

Initiative 52
Injury Table 80

L

Lead Poisoning 82

Guest Customer (Order #49645230)

★ INDEX ★

M

Magazine (Mag.) 115
Marksmanship 38
  To Hit 52
Mounts
  American Thoroughbred 180
  Appaloosa 182
  Appearance & Markings 190
  Arabian Horse 183
  Attributes 178
  Caring for Your Mount 192
  Clydesdale 184
  Competing 196
  Donkeys 189
  Equipment 191
  Movement 179
  Mules and Hinnies 188
  Mustang 185
  Palomino 186
  Quarter Horse 187
  Standardbred 181
Moves 50, 54
  Attack Moves
    Advance 54
    Cut 54
    Disarm 54
    Feint 54
    Headbutt 54
    Hold 55
    Kick 55
    Strike 55
    Throw 55
    Thrust 55
    Trip 55
  Defensive Moves
    Break 55
    Evade 55
    Fall Back 55
    Parry 55

N

Names
  British 254
  Chinese 259
  French 258
  German 258
  Mexican 256
NPCs
  Lawmen 260
  Military 270
  Native People 271
  Outlaws 262
  Saloon 269
  The Frontier 272
  Townsfolk 266
  Workers 265

P

Patent Medicines 106
Permanent Injury 86
Poison 96
  Arsenic 102
  Belladonna 102
  Curare 103
  Cyanide 103
  Scorpions 105
  Spiders 105
  Strychnine 103
  Tetrodotoxin 103
Prostheses 91
Protection 79

Q

Quality 39
Quickness 32

R

Range 44, 53
Recovery 85
Reload 115
Reputation 14
  Fame 14
  Honor 16
  Organizations 29
  Recognition 20
  Using One's Reputation 21
Rounds 32

S

Scenario Generator 246
Shooting from the hip 40
Simultaneous Actions 53
Special Hits 79
Specializations 39, 51
Speed 52
Supernatural 218
  Faith 226
  Mambo 222
  Medium 222
  Miracles 228
  Preacher 223
  Preahcer 223
  Religious Ceremonies 224
  Shaman 223
  Sinning and Penance 221
  Spirits and Demons 230
    Brújas 232
    Hauntings 231
    Skinwalkers 230
    The Hungry Ghosts 232
    Wendigos 230
    Zombies 231
  The Calling 220

T

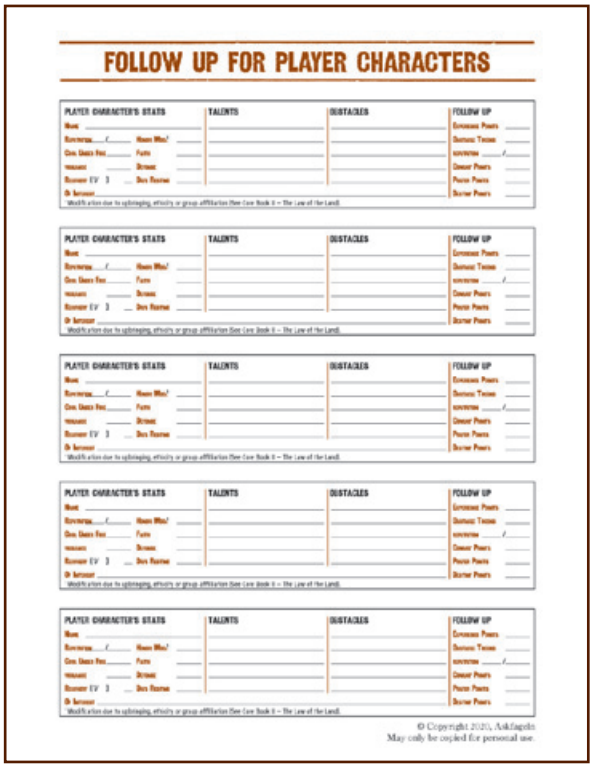
Target Templates 318
Terrain 204
  Cities 206
  Desert 213
  Forest 211
  Mountains 208
  Prairie 210
  River 209
  Swamp 212
  Towns 207
Terrain Markers 204
Thirst 83
THmod 39
Throwing 43
To Hit (To Hit) 38, 52
Turns 32, 52

W

Weapon Groups 51
Weapons
  Bows & Arrows 119
  Cartridges 114
  Create Firearms 146
  Disciplines 114
  Firearms
    Breech-Loaders 128
    Breech-Loading Rifles 117
    Derringers 117, 126
    Muzzle-Loading 117, 128
    Repeaters 118, 130
    Revolvers 116, 120
    Volcanics 117, 128
  Holster 114
  Melee Weapons 119
    Axes 119, 142
    Brawling 119, 140
    Knives 119, 140
    Long Blades 119, 140
    Native Weapons 144
    Objects 119, 142
    Shields 119
  Military Weapons
    Artillery 118, 136
    Explosives 138
    Machine Guns 118, 134
  The Weapons' Tables 112
  Throwing Weapons 119, 144
    Axes 119
    Bola 119
    Dynamite 119
    Knives 119
    Objects 119
  Whips 119, 142
Who Goes First? 34
Wounds & Injuries 78

Guest Customer (Order #49645230)

FOLLOW UP FOR PLAYER CHARACTERS



FOLLOW UP FOR PLAYER CHARACTERS

PLAYER CHARACTER'S STATS	TALENTS	OBSTACLES	FOLLOW UP
Name			Experience Points
Reputation / Hours Wks?			Defense Talent
Cons. Guess Fee / Fame			Reputation /
Vigilance / Defense			Combat Points
Reputation EV 3 / Def. Reputation			Physical Points
Or Reputation			Skill Points

*Modification due to upbringing, ethnicity or group affiliation (See Core Book II – The Law of the Land).

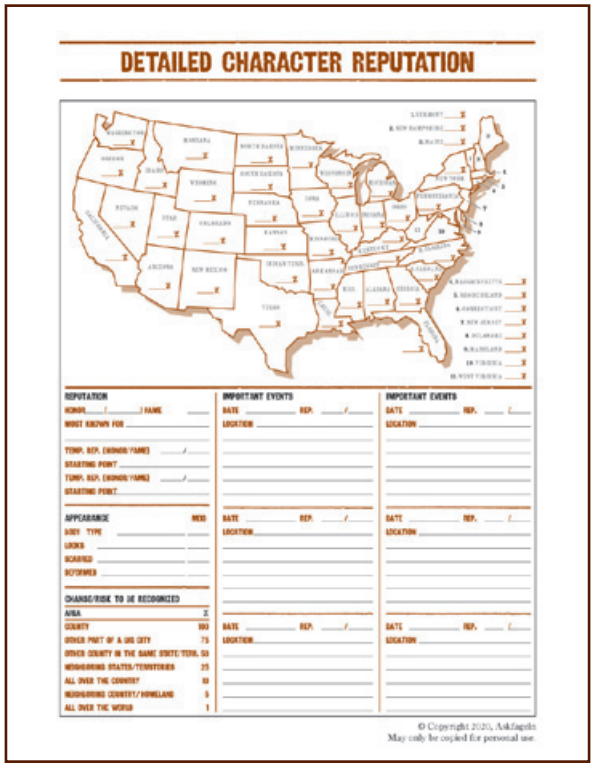
© Copyright 2020, Ankfagelo
May only be copied for personal use.

This quick overview for Game Masters allows them to keep the players most relevant info easily at hand during play. They can always make hidden Checks and remind themselves of which Talents and Obstacles might come to use in play. You also know their Defense if they are set up in an ambush and know their Vigilance score and Reputation. That way you can leave aspects of your story to chance, without warning your players that something is up.

Writing down their Talents and Obstacles reminds you which they are, making it easier to set up your scenes in a way that they might come into play. It is helpful to keep the characters strongest and weakest spots in mind.

The last column consists of all the stats your players might get updated after the session. This way you do not only have their Reputation at hand when they meet new people, you also remind yourself of all the stats that might change. Many players enjoy seeing their character develop due to the game played and the actions they took. Tinkering with the game mechanics gives them access to that part of downtime development. It can be used for anything from upgrading an Attribute to learning a new Skill, experiencing the consequences of a Talent or Obstacle and enjoying a difference in how they are treated by strangers. Give them their upgrades before your next gaming session.

DETAILED REPUTATION INFORMATION



DETAILED CHARACTER REPUTATION

REPUTATION	IMPORTANT EVENTS	IMPORTANT EVENTS
Honor / Fame	Date / Rep. /	Date / Rep. /
Must known for	Location	Location
Temp. Rep. (Honor/Fame) /		
Starting point		
Temp. Rep. (Honor/Fame) /		
Starting point		
APPEARANCE MOD	Date / Rep. /	Date / Rep. /
Body type	Location	Location
Looks		
Scarred		
Scorned		
CHANCE/RISK TO BE RECOGNIZED		
Area 2		
County 100	Date / Rep. /	Date / Rep. /
Other part of a US city 75	Location	Location
Other county in the same state/terr. 50		
Neighboring states/territories 25		
All over the country 10		
Neighboring country/homeland 5		
All over the world 1		

© Copyright 2020, Ankfagelo
May only be copied for personal use.

Some players are more than happy to make due with the short information they get from knowing their stats when it comes to Honor and Fame. They are happy to leave the detailed tracking of how they change to the Game Master – even if they may still do stuff that will generate Reputation changes because it is fun.

Other players love micromanaging and keeping track of how famous they are or how their Honor changes at different places. They can fill the Reputation they have in different states here. This is more rewarding if they are the travelling kind, where they actually get to meet people all over the country and their encounters will lead to new Temporary Reputations being started at different places. Once enough people realize what they have done before, the Temporary Reputation is added to their overall stats. This is the ultimate sheet for the Reputation Hunters since it will make it easy for them to follow the consequences of their actions and how they gain ever more Fame.

Especially good is that they have a short place to describe the events that made them most famous (caused a change of 5 or more). They can make this at detailed and as true as they like. You can add extra pages of just these descriptions.

If the character uses an Alias that has not been busted, they can make a separate *Reputation Sheet* for that name.

Guest Customer (Order #49645230)

CREATE YOUR OWN GUN-SHEETS

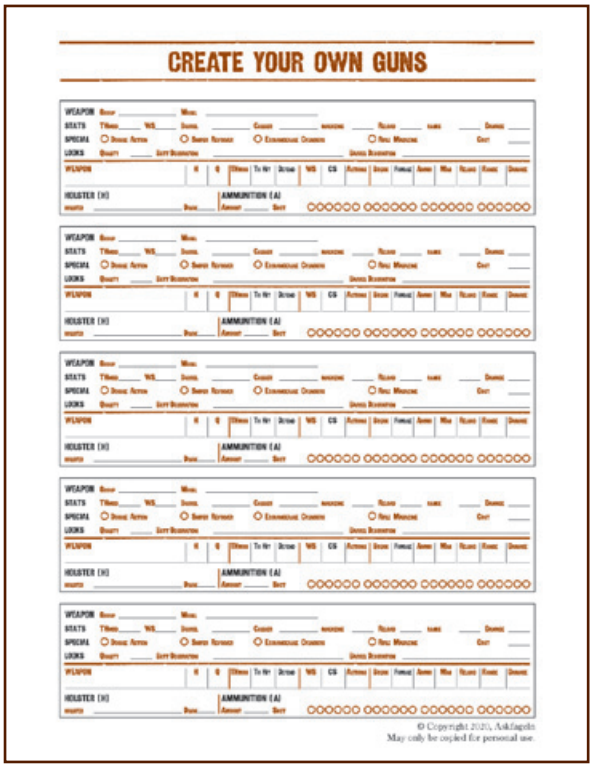
As long as your players are happy enough with the standard models available at almost any gun store or trading post they can simply select among the guns in the descriptions and *Weapon tables* you find in this book. Then you get all their relevant stats at once and have no use of this sheet. The regular *Character Sheet* is more than enough to keep track.

If you do, however, use the rules for creating your own gun this special gun sheet comes in handy. Then your players can easily track the upgrades and choices they made.

The layout of the sheet follows the steps you take when you create your own gun and the choices you get along the way. This makes the process easier to follow and it is easier to calculate your final cost when the gun design is done.

At the end of the sheet you fill in on all the final stats for the gun in the character's hands. You also get to add a special note on how or where the gun is carried, making it possible to know how fast it can be drawn from the holster. Finally you write down the ammunition that is required, how many shots the character have at hand and how many have been shot during the ongoing shoot out, or since last it was reloaded.

Players who created their own guns may use this sheet instead of the weapon section on the second page of the *Character Sheet* when using their specially designed gun.



CREATE YOUR OWN GUNS

© Copyright 2020, Askfagelo
May only be copied for personal use.

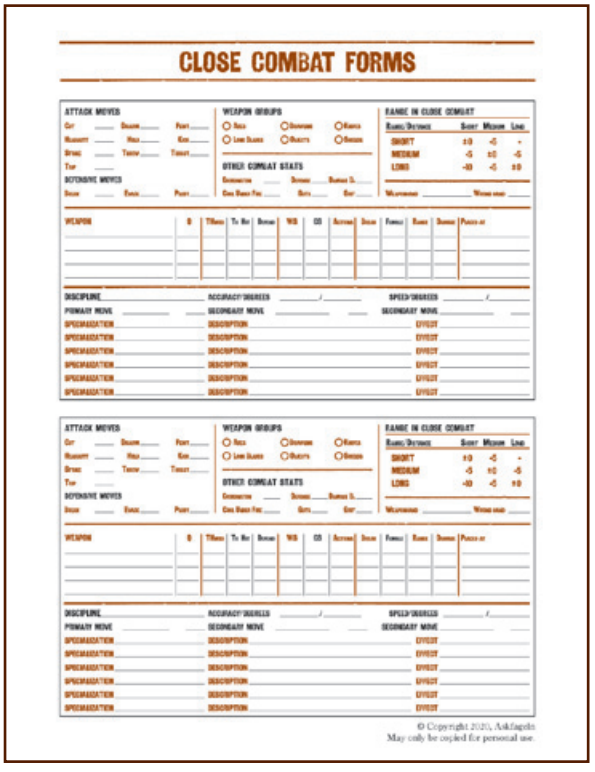
CLOSE COMBAT

This is a sheet to give the players detailed information about their proficiency in their Close Combat Discipline of choice, much in the same way as the *Create Your Own Gun-Sheet* made it easier to keep track of all the selections for that specially designed gun. It makes it a bit easier to keep track but is not necessary in any way.

The *Character Sheet* covers what they need to play, but here they may follow each DISCIPLINE in more detail and exactly how their selection of SPECIALIZATIONS, PRIMARY and SECONDARY MOVES come into play.

The player can tick off the WEAPON GROUPS they selected as well as their total BONUSES on the different MOVES (much the same as on the *Character Sheet*). But here they got more space to detail what each SPECIALIZATION provide in benefits and EFFECT, and which MOVES they chose to be PRIMARY and SECONDARY.

Overall this gives them total control of each DISCIPLINE they learned, and make it easier to keep track of when they get to upgrade their stats at different MOVES. Keep in mind though that DISCIPLINES may affect each other, such as if you learned other WEAPON GROUPS you benefit from it in all your DISCIPLINES, and if you chose the same SPECIALIZATION in different DISCIPLINES you always get the highest BONUS for it.

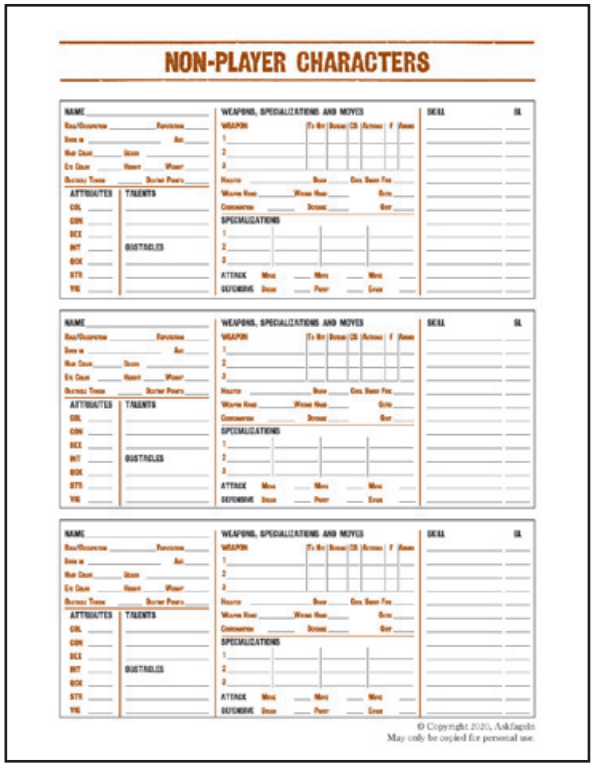


CLOSE COMBAT FORMS

© Copyright 2020, Askfagelo
May only be copied for personal use.

Guest Customer (Order #49645230)

NON-PLAYER CHARACTER SHEETS



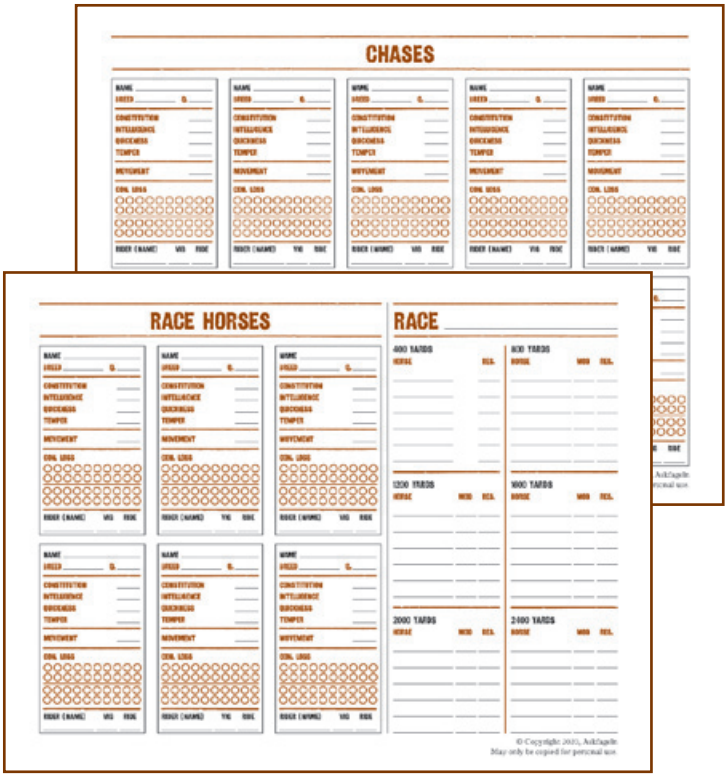
Players have it easy, they only play and portray a character each. They are always the main characters of every adventure and story you lay together. Still, it would be boring if their world, their game setting, was void of other people. That is why you need the Non-Player Characters and as a Game Master it is your job to play them all, to bring them to life for your players.

To help you out, we have provided you with a wide array of tools. For the least important ones, those we call *Extras*, you can pretty much stick to the *Archetypes* to have their stats at hand. You find them in *Western Core Book II – The Law of the Land*. They are mainly seen in the backdrop or as parts of a larger group so you rarely need to have detailed stats or descriptions of them.

For more important characters playing significant parts in your stories you can use this Non-Player Character Sheet. It fits 2 characters on each page and provides stats as well as personal details that make it easier to portray them such as their likes and dislikes, possible quirks, TALENTS and OBSTACLES.

If you have main opponents where you want to get into further details and stats, we recommend that you fill in a *Character Sheet*. You know what works best for you.

FORMS FOR CHASES AND RACES



MOVEMENT is not something you need to keep track of at all times, if it is not important for the scenario you are playing. Often you can fast track by asking the players where their characters are heading and if they are in a hurry or not. Focus on the story. Do not keep track of stats and numbers when they have no real impact on your game.

That said, at times MOVEMENT is exciting to keep track of. When the outlaws have robbed the bank and ride out of town with the posse in hot pursuit is one such example. Then you can use the *Western* CHASE SYSTEM. By filling out the *Chase Forms* for each Non-Player Character involved in advance, you get all the stats needed easy at hand and thus can make game play run smoothly. All the relevant stats you need are gathered here and you can calculate the MOVEMENT in advance. You find the mount's breed, ATTRIBUTES, CON LOSS and what wagon drivers got. Also write down the relevant SKILLS (ACROBATICS, RIDE, DRIVE), SKILL LEVELS, and VIGILANCE. The *Terrain Markers* come in handy during the chase too. There is a separate set of markers for each kind of terrain they may encounter.

Race Forms are used for contests. You find a separate set of *Quarterhorse Race Forms*, since these races are shorter and faster. The forms help you keep track of the positions and distances between the riders after each *Furlong*.

Guest Customer (Order #49645230)

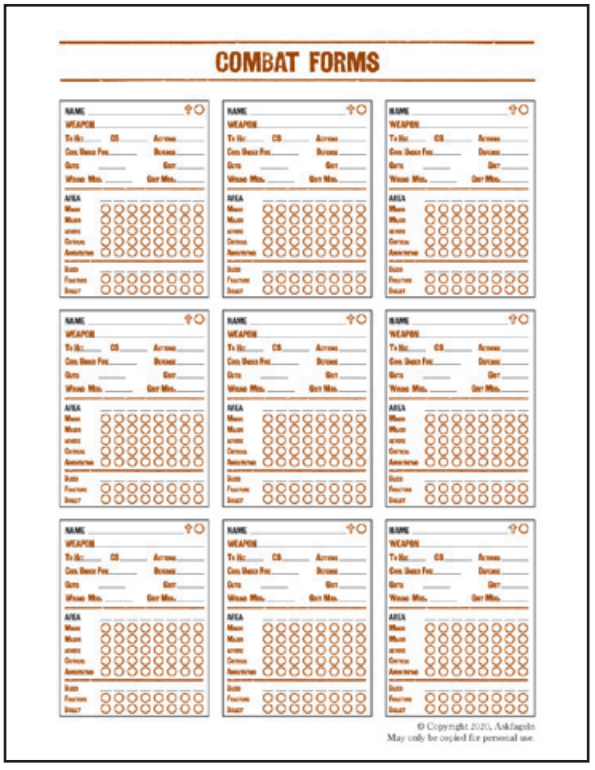
COMBAT FORMS

When the bell tolls and the showdown is drawing near you will not have as much help of the detailed *Non-Player Character Sheets*, when the only thing you really care about is how each of them will fare during battle, only sifting through the stats connected to combat. To help you do that, we created the *Combat Forms*. We recommend that you fill them out ahead of a game night, to have them easily accessible when the combat begins. You probably know if a fight is likely, or who your players might want to fight. That way, you need not prepare every single Non-Player Character for combat, just the ones likely to get involved.

Each character has a section on this form. There you write down their name and you can tick of a box if the person dies or not during the fight. It might not sound necessary, but when you got many fighters and the COMBAT ROUNDS are adding up it is a good thing to see directly.

Once that is done, write down their primary weapon and the stats needed in combat. GRIT is important since you roll it at the end of each round a wounded character is DIZZY, to decide if they are fit for fight next round or not.

You also got boxes to check if the character gets wounded and how bad. All wounds add together, making the modifiers worse the more hurt a character is.


COMBAT FORMS

© Copyright 2020, Askfagelin
May only be copied for personal use.

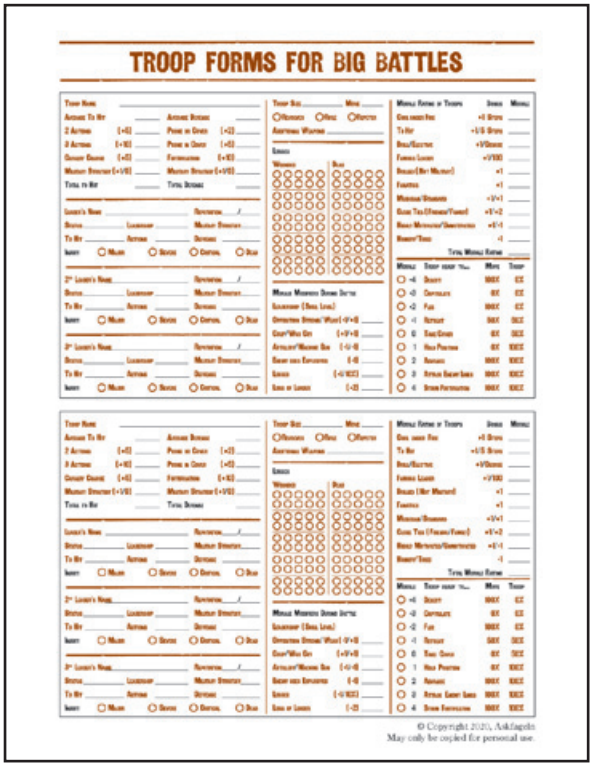
TROOP FORMS FOR BIG BATTLES

Epic battles are a staple in movies and stories about the Wild West but they are often rejected by Game Masters due to being too hard to keep track of. We want to encourage you to use major battles where you do not know the outcome in advance in your stories. That is why we created the The Battle system, where a little preparation in advance will let you handle these epic scenes quick and easy during game play. When you have major fractions that will clash, you want your players to take part of that epic drama.

The way to go about it is to fill in these *Troop Forms* for all fractions that might get involved, be it the *Bankrobbers* and the *Posse*, or *Native Warriors* and the *Soldiers*. You can add more fractions to any possible battle, such as *Bountyhunters* or *Pinkerton Agents*.

Calculate and fill in all the relevant stats in advance on these *Troop Forms*. Then you have all the information you need easily at hand when you play. The form itself contains information that shows you how your modifications change depending on how this fraction fares during the battle, not the least due to how heavy LOSSES they suffer.

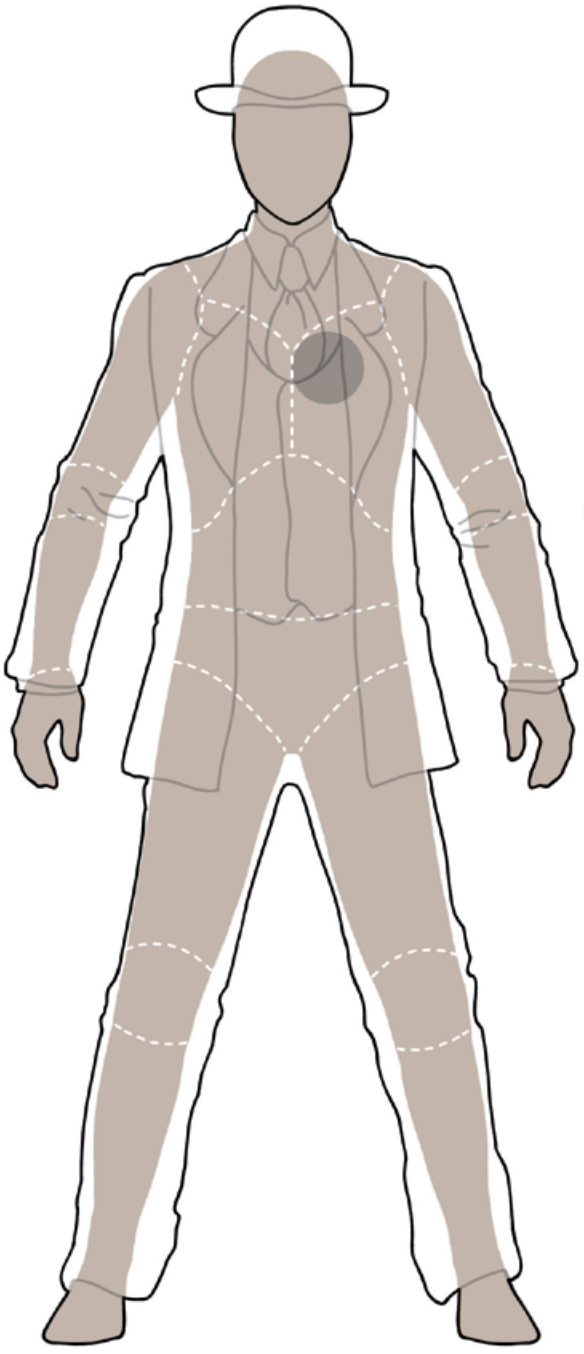
When the characters and their foes have acted in a COMBAT ROUND you roll one ATTACK for each fraction. Always update the troops MORALE LADDERS to show their current status and what each troop is willing and able to do next.

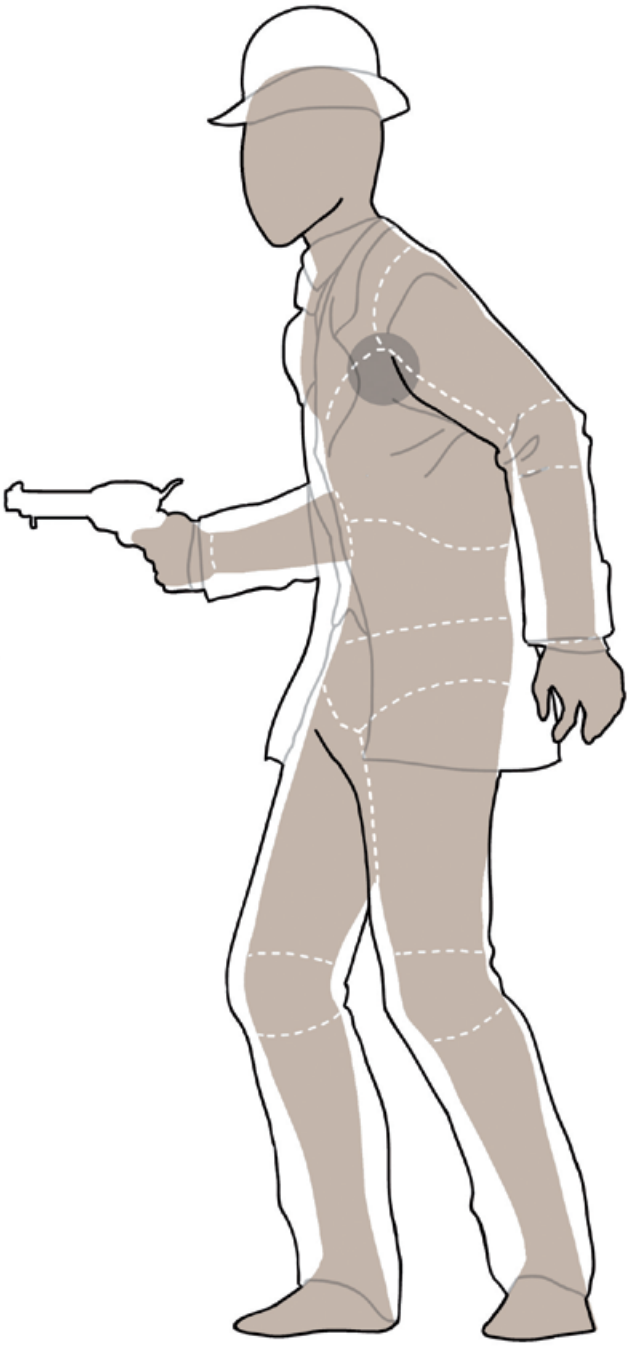

TROOP FORMS FOR BIG BATTLES

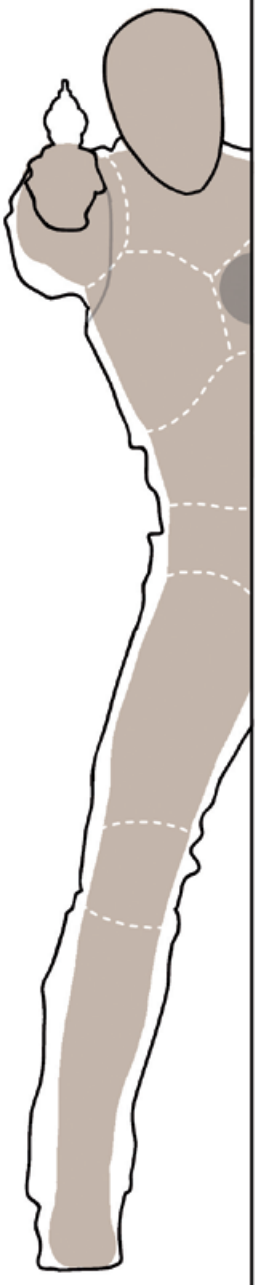
© Copyright 2020, Askfagelin
May only be copied for personal use.

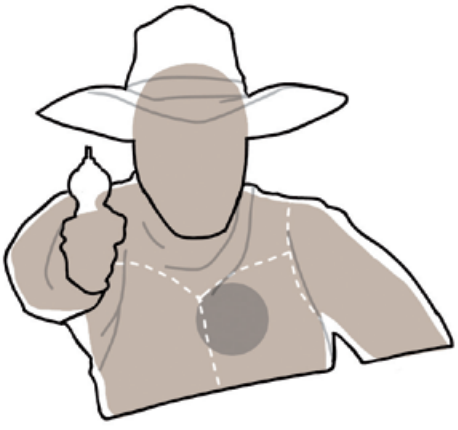
Guest Customer (Order #49645230)

TARGET TEMPLATES



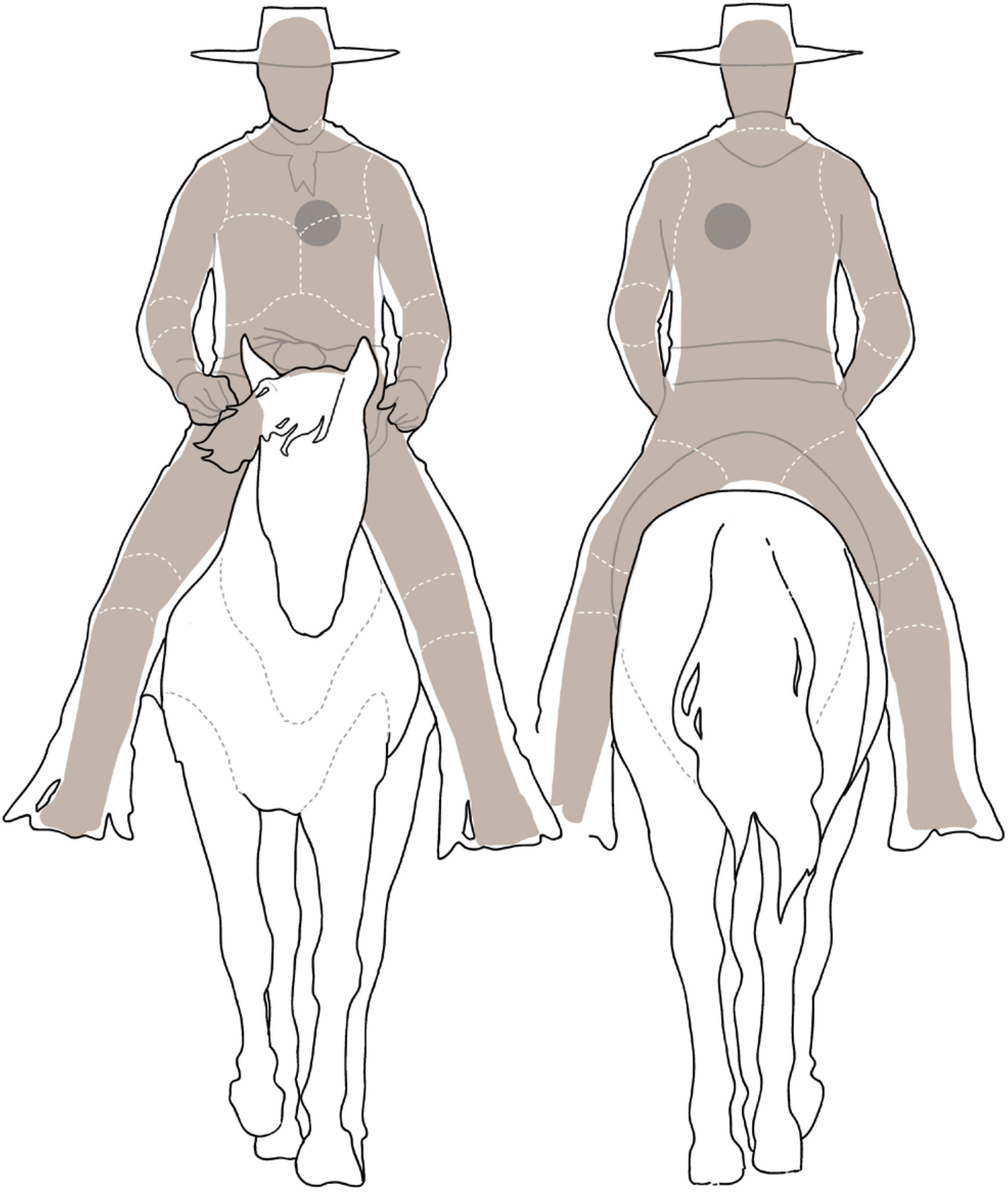




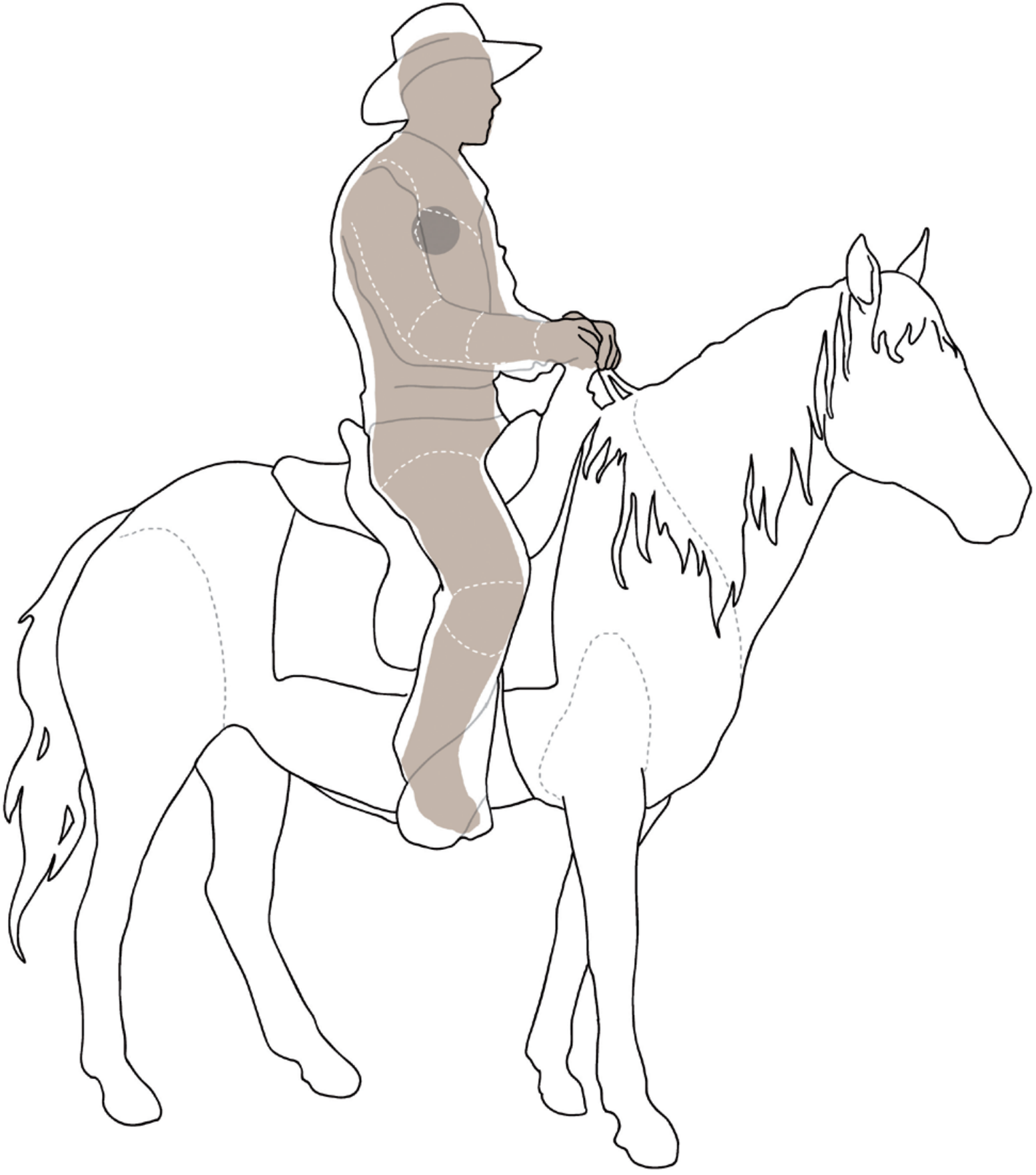


Guest Customer (Order #49645230)

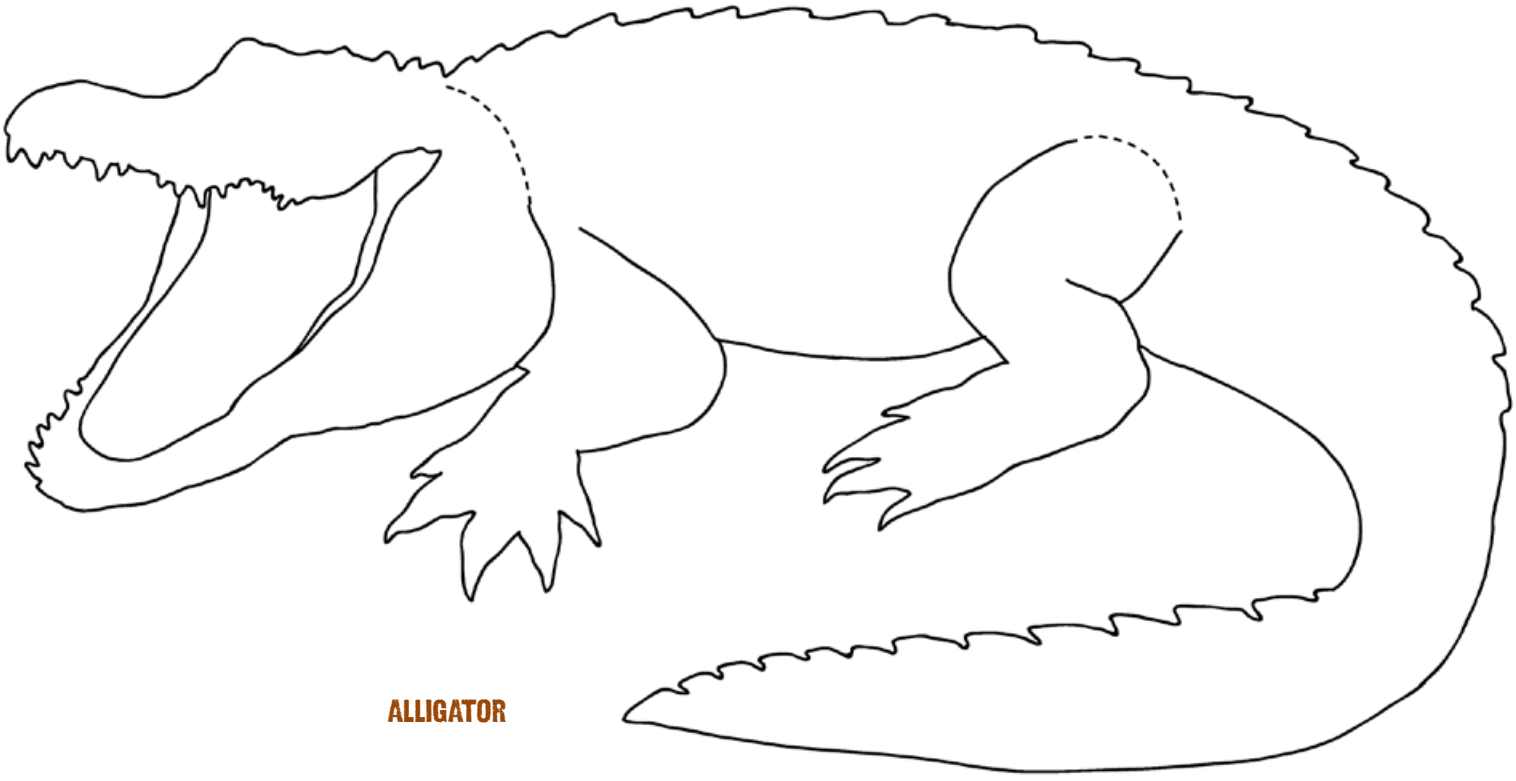
Guest Customer (Order #49645230)



Guest Customer (Order #49645230)

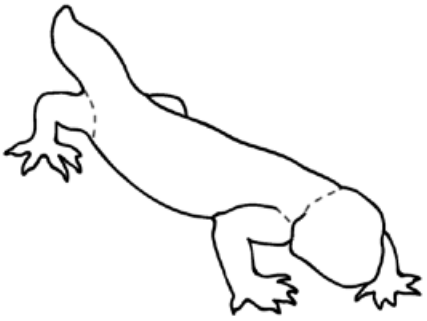


Guest Customer (Order #49645230)

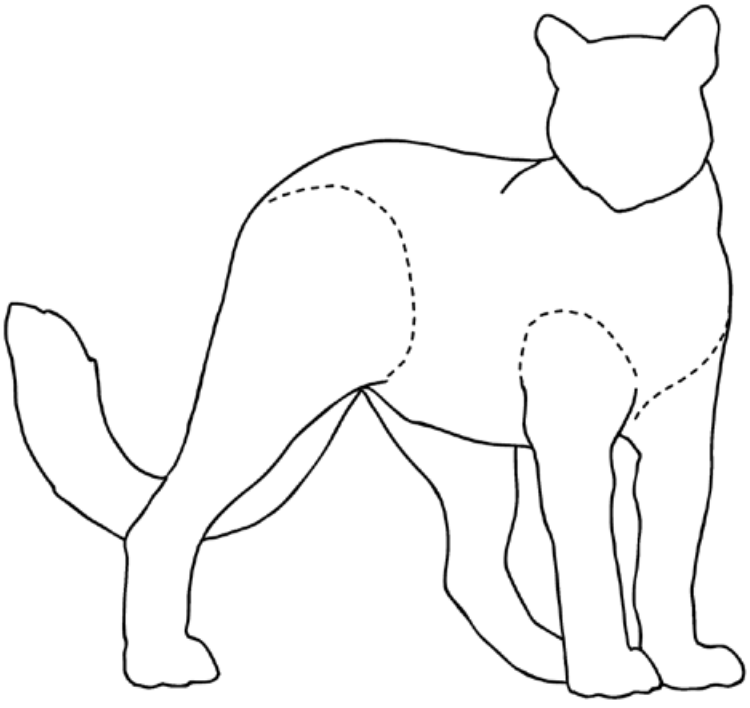


ALLIGATOR

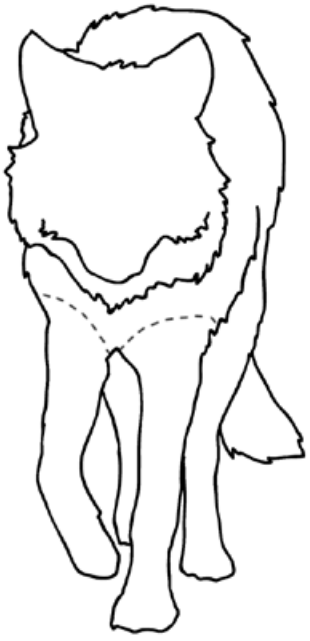
RATTLESNAKE



GILA MONSTER

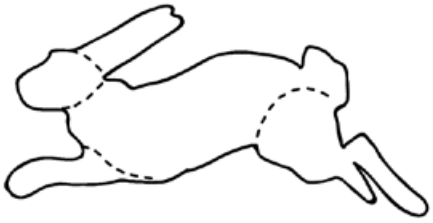


MOUNTAIN LION

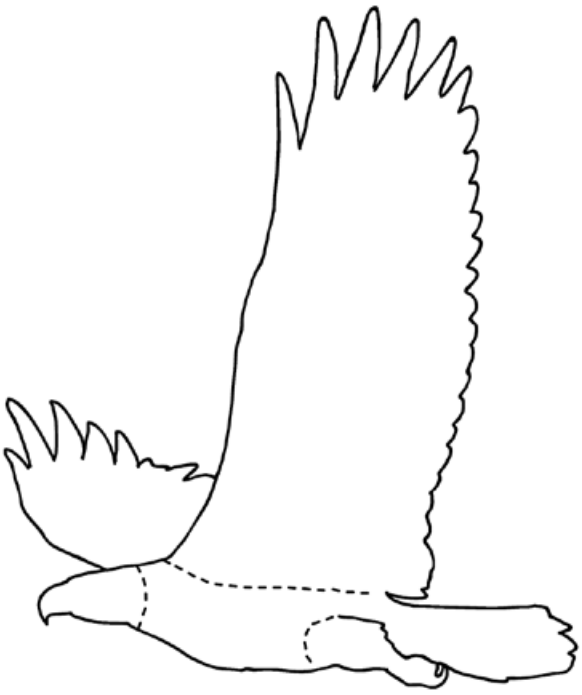


WOLF

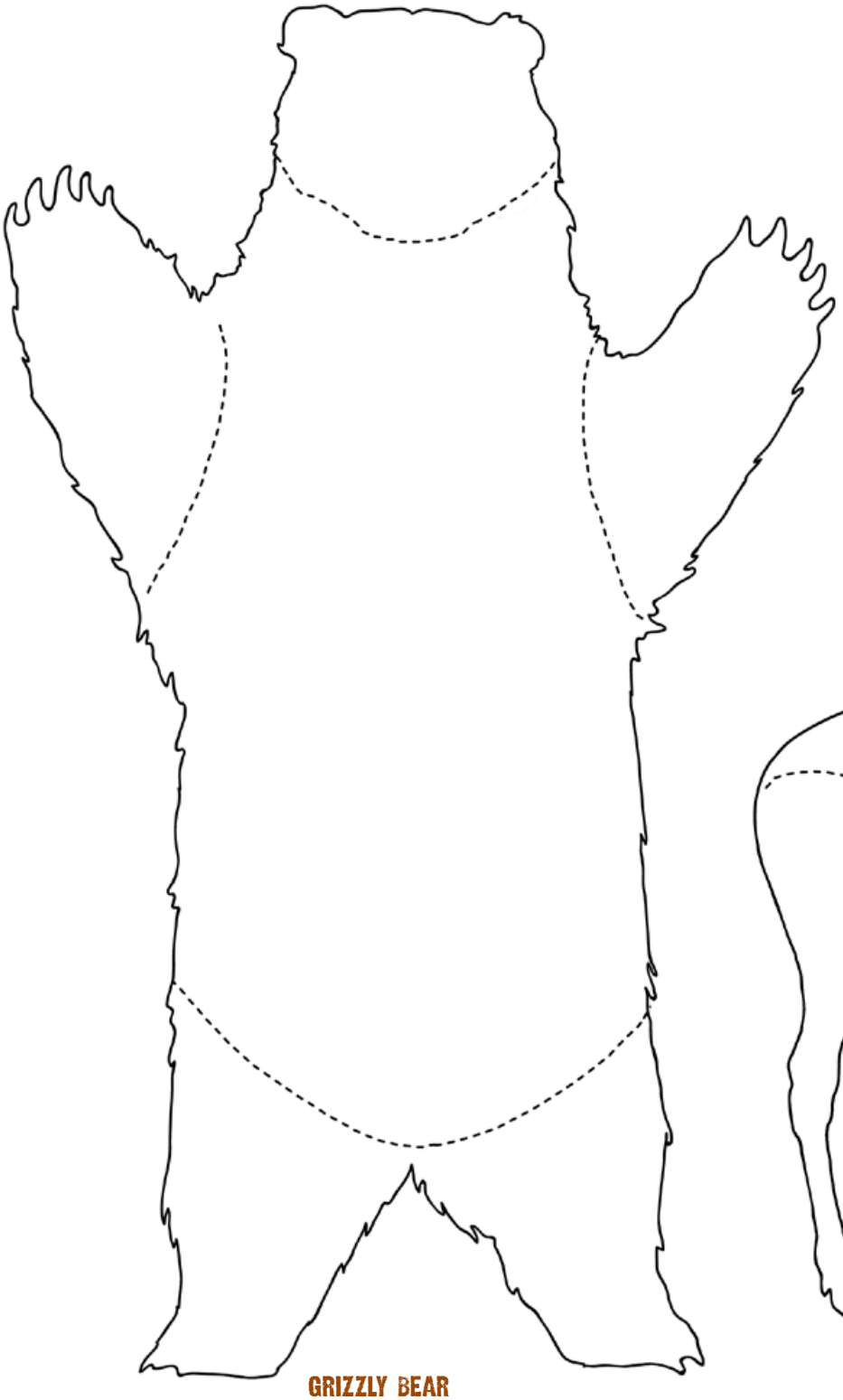
Guest Customer (Order #49645230)



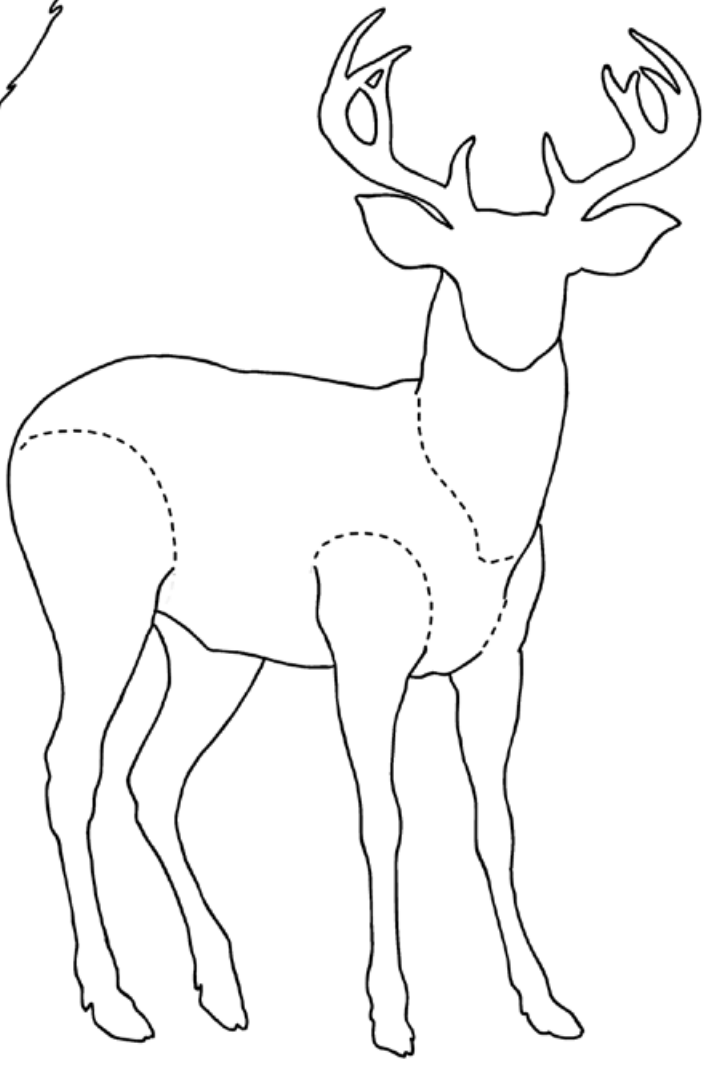
HARE



EAGLE



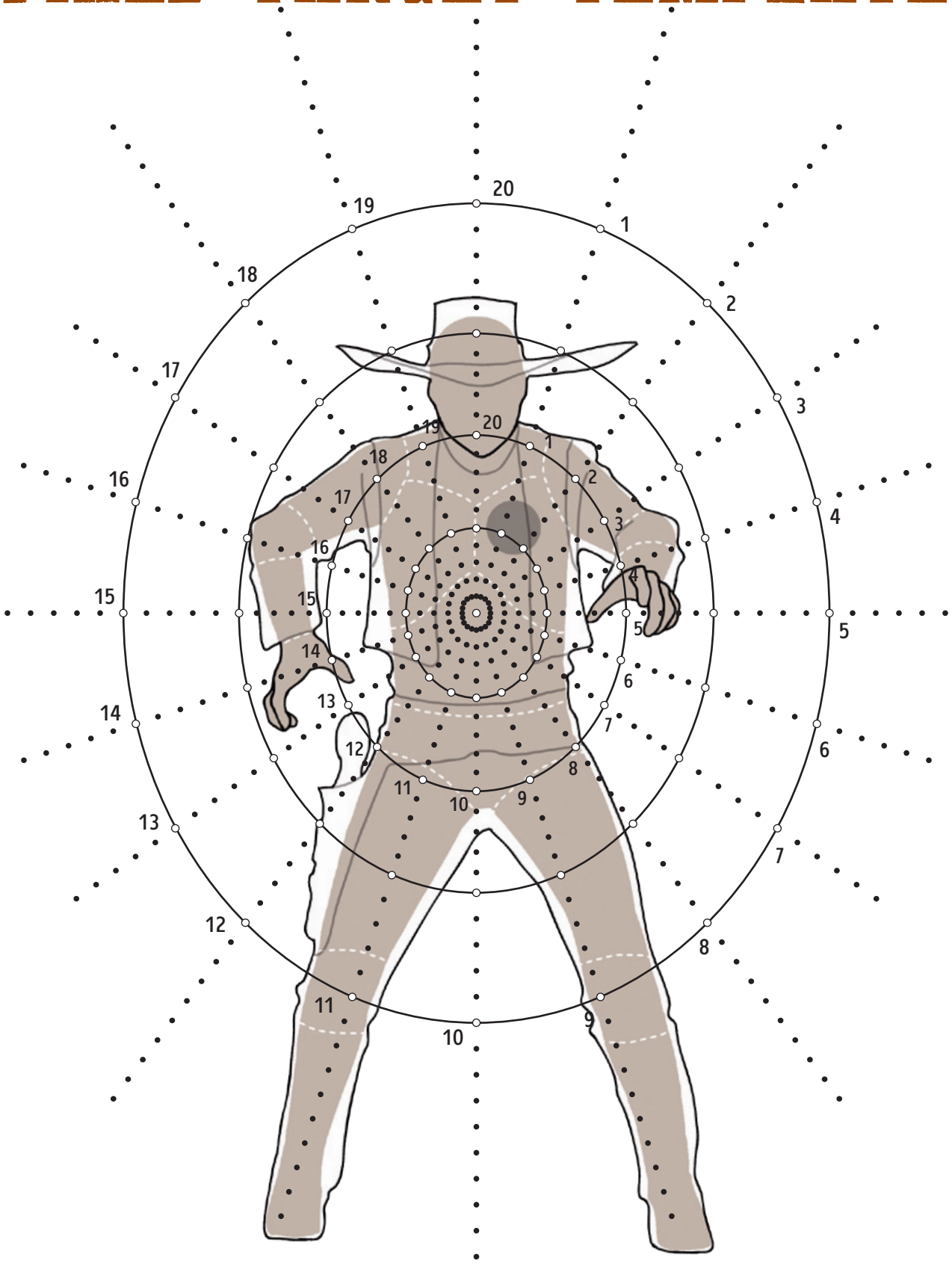
GRIZZLY BEAR



WHITE-TAILED DEER

Guest Customer (Order #49645230)

FIXED TARGET TEMPLATE



Guest Customer (Order #49645230)

Guest Customer (Order #49645230)

Western is a roleplaying game set in America 1876, 100 years after the birth of the United States and eleven years since the American Civil War tore the nation apart. The War Between the States is over, but bitterness and conflicts still remain. Ranch wars flare, rumors of gold summon thousands of adventurers, peaceful towns live in fear of outlaw gangs and justice is executed by the fastest gun. It is a time and a place in need of heroes. All the dearly departed has made spiritism known far and wide by all who would love to get a message from the other side. It's a time when everything changes. The duels at High Noon on a dusty western street exists side by side with the new boom towns in Black Hills and all the city buzz from New York and San Francisco.

This is *Western Corebook II - The Law of the Land*. Everything the players do will have consequences, thus you find a chapter on rumours and reputation; how they will be treated based on what people know about them and their past actions. Combat and weapons take a lot of space due to the 100+ illustrations of weapons used in the West. Find interesting ways to use Wounds, Diseases, Drugs and Poison. Horses have a special place in any *Western* and you get ample ways to use them in play, during fights, chases and races. You get tools to handle the Supernatural any way you want, from the true believers to charlatans. *Western* is a giant toolbox full of information and rules to use when you want or need them. You get help to fast track NPCs of all kinds, covering game stats, personality and name. You find a scenario generator, campaign introducions and an adventure set in Buffalo Gap, Texas called *The Last Raid*. This book covers all you need to be a Game Master in *Western*. You want *Core Book I – Your Path*, known as the *Player's Guide to Western*.

THUNDERBIRD PUBLISHING
MODIPHIUS ENTERTAINMENT

© 2024 ÅSKFÅGELN
WESTERN THE ROLEPLAYING GAME
WWW.ÅSKFÅGELN.SE
ISBN 978-91-87987-36-6
9 789187 987366

Guest Customer (Order #49645230)