



Calico County Criminal Guide

Howdy there, Partner. Seems you've stepped into the wrong saloon. If you're looking for information I might have it for you. This life is not for everyone. But even the most hardened criminal has rules.

First, be hospitable. Anyone who wanders onto your turf or your business is welcome, till they prove themselves unwelcome. This includes not attacking the law folk or randomly battering, robbing, Killing, Kidnapping, or abusing the local folk. If you're going to go down that route with county citizens, remember to properly engage the folk's first, you need to talk to find out their intentions. Make sure you are aware of your situation and theirs before shooting it or them down immediately. And remember don't draw iron for no reason at all.

Now if you choose to **Fight the Law**. Understand that this has consequences, and you may become wanted. Becoming Wanted is a serious thing that usually comes along with bounties. This means that your friends cannot turn you in. Not that they should, given the criminal creed. However, if your mind and actions prove in a certain direction, you may want to turn yourself in. But even turning yourself in will come with consequences as no one just turns themselves in.

When you go to **Take a Hostage**, understand that this hostage is in your care and the better you treat them the better the situation is all together. Make sure your hostage has food and water. Don't go wrangling up Deputies or Marshals, not less there are more than a posse's worth(4). Also don't go tying up those who have no ability to defend themselves: unarmed folk, folk's playing dress up, or anyone who seems like they are busy, should be left alone. Try to keep your hostage time short, unless you come to some sorta agreement through express telegrams (sort of an outside-o-county agreement, if you will) to keep it longer. Hostages do have things to do elsewhere.

If you've taken a Hostage and have **Hogtied Them** (or anyone for that matter) you got a few choices here. You could rob them, but **only** rob them. A compliant hostage is a good hostage and you should **let them go** on their way afterwards. This does not mean that you have to let them go in a populated area, but they do need to leave under their own power. If you've held them up, but haven't hogtied them, you can **Knock** them out so the doctors have to deal with 'em after you leave.

Do not exert that level of violence on anyone for no reason. And most especially, do not both hogtie and **Knock** 'em out. That just ain't right. Be smart about your hostage taking. Wear masks. Wear covering gear, try not to show your face, and use different horses and clothing to mask your identity.

Now this **Lifestyle** is not for everyone. There are things to take into consideration:

Bank Robberies: These should take the most amount of time for you to plan. Don't just show up shooting at the tellers. That'll land you in Sisika so fast it'll make your head spin. You'll need some Lawmen on duty as well, if you do not have them on duty the tellers will be bold and run behind the vault doors and close it. It is also **RECOMMENDED** that you take some hostages. While they are not necessary to enact a bank robbery, they will be necessary to try to barter with the marshals and stall them.

Posse Wars: You and your buddies get into a squabble for power with another group. This can bring a lot to your group, the potential for greater interactions is paramount here. During war you must be wearing something identifiable as your posse. Your colors, your style. Your posse's identification. You'll still need to have words before taking a shot, and everyone needs that chance to say their words. Also if you engage in a war, make sure your posse **Knows**. All of them. After all, it will be their blood on your hands if they don't.

All of us have standards: All of us follow the same code of conduct, a pact of thieves if you will. Our standards set us apart. So think about it clearly. **Commit crime wisely.** This means make sure everyone has a chance to get involved, including the local marshals. You want to have a shootout? Good, be considerate to those who would like to come and respond and have that interaction as well. To that **consider how often you engage in criminal activity.** To annoy the law when they are busy is unwise, and may put others' interactions in a bad way.

Put your story before money. While yes we are all here to make a dollar, more story driven lesser crimes give everyone a chance to engage you. Not every day do you need to be robbing banks or blowing holes in marshalls heads. If you need help thinking about what lesser crimes are out there, find an experienced criminal to help you on the right path. After all you don't need Rangers getting on your back.

Once you've made a name for yourself, and you and your posse of over four desperados are ready, you can become an actual posse of the county. This comes with a lot of infamy. We've had several big names already run through this territory, so before considering going down that route, ask about the people about the Syndicate and Armadillo boys just to name a few. These are prime examples of what a Posse should be in infamy. You and your posse need to remain active, and show good standing in following the guides.

The Black Market. If you find yourself in the company of the black market, it is a safe zone for all. Does this mean that the warring posse won't wait for you and yours to leave? No, but it is something to be respected. If you find it, Keep it secret. Its location is something that only criminals need to know and if the Madam finds out her secret has been leaked? They will find another place to go.

If you're going to **Distill Spirits**, be careful. This act is very illegal in the county, but if you're willing to take the risk, you will need a hide out. The location of which will need to be somewhere in the county accessible by a door but not one that is currently openable. You will need to buy it from a county realtor, trust these folk, they generally keep their mouths shut about everything. These sorts of places are kept secret, and to guide the law to them often spells the end of your Moonshine days and starts your days in Sisika. From there, you will need to engage in getting materials. I'm sure you'll figure out how, but it's generally done from inside your new hideout.

Lastly, **Train Robbing.** It is not often that you will see the freight train running. But, if you do find it, that means that there is usually a ton of money to be made. From robbing pure resources or holding the train up to its end point and getting the cold hard cash. Remember that there might be people there to defend the train. You'll have to deal with them first and the train crew. **DO NOT** throw the train engineer out of his seat. They will usually be cooperative. It'll be up to you, if you want the cash the train will go and stop and get you your cash. If you want the goods you can tell the conductor where to go to stop to unload along the route. Either way it can be a good payday.

Well, that's all I got. Good luck out there.