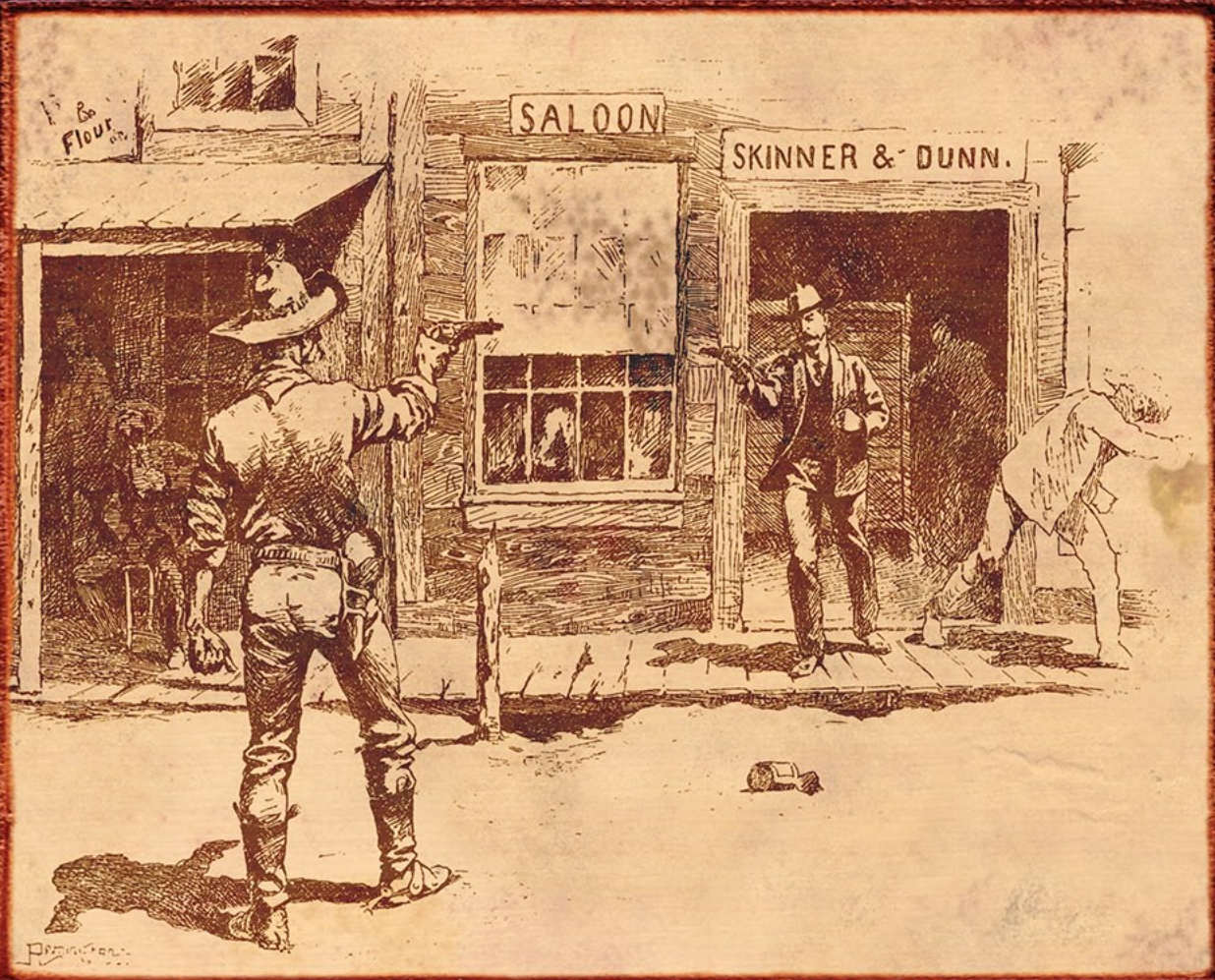


ACES & EIGHTS

SHATTERED FRONTIER



BAD DAY AT BUENA ROCA

BY BRANDON NEFF

ACES & EIGHTS™

SHATTERED FRONTIER

— ♠ —
A R O L E P L A Y I N G G A M E

SoloQuest: Bad Day at Buena Roca

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Introduction

This adventure requires no GameMaster, just you, some dice and your wits! The text will guide you through the adventure based on choices and die rolls.

In the pages of this book, you are the hero, and the outcome of the story depends upon your actions and choices. You choose which door to open, what to say and how to respond to certain events. You see, this solo game book is divided into numbered entries. These entries further the story, present challenges and foes to overcome, and provide you with important information. At the end of each entry, you may be prompted to make a decision. Once you choose your course of action, simply turn to the entry number associated with that decision.

For example, you always begin the story with entry #1. After you finishing reading entry #1, you will see multiple options. You may walk east or west along the streets, enter a cantina or step into a blacksmith shop. If you choose to head east, you might turn the pages and begin reading again at entry #79. If you choose the cantina, you turn to entry #46. And so on. Do not read an entry unless the text tells you to do so.

If you enter the same location a second time, you can ignore foes and obstacles you previously overcame.

The conclusion of the adventure and the survival of everyone involved rests upon your shoulders! Of course, if you take the wrong path, you can always play again! Even after you complete a game, feel free to try again because this book has more than one ending! Some endings are good, and some endings are bad. If you come to a bad end, simply play again from the beginning!

To play the Basic Game, you need only this book, polyhedral dice, a pencil and some paper to make notes. If you do not already have dice, you should be able to purchase them at your local game store.

If you're already familiar with the *Aces & Eights* role-playing game, you'll notice that this adventure employs simplified rules. This is because the *SoloQuest* game is designed for individual play without a GameMaster and cannot cope with the nuances introduced by detailed RPG rules.

However, if you want to play this *SoloQuest* game with an *Aces & Eights* character, just follow the Advanced Game Rules on the next page to get started!

To play this solo game book, it is important that you read and understand the rules of the game. New readers only need to read the Basic Game rules. If you are familiar the *Aces & Eights* role-playing game rules, or want to be, you may wish to try the Advanced Game instead.

BASIC GAME RULES

The Basic Game rules describe how to use certain abilities, how to make attacks and cause damage to opponents, and more!

Rolling the Dice

Polyhedral dice come in a variety of shapes (polyhedrons), their name referring to their number of sides. These include the four-sided die (d4), six-sided die (d6), eight-sided die (d8), ten-sided die (d10), twelve-sided die (d12) and twenty-sided die (d20). For example, 2d6 means you roll two six-sided dice. A d3 (or d5) means rolls a d6 (or d10) and divide the result by half.

Equipment

Your character begins the game with a pistol, the cylinder of which contains six bullets. One easy way to track your ammunition is to place a d6 with the '6' side facing up and alter the facing as you blast away (alternatively, you could just keep track on a piece of paper). During the course of a gunfight, you might fire all the cartridges in your weapon. When your cylinder is empty, you must spend a second reloading. (If you or your enemy still have bullets in the cylinder while the other is reloading, you get a free attack.)

You may find additional items as you play. If necessary, keep track of these items on a spare piece of paper. Though many of the enemies you defeat will leave guns behind, there is no need for you to keep track of these, as your revolver is as good or better.

Actions

During the course of the adventure, you might be called up to test your character's abilities to perform a certain feat. When this happens, roll 3d6 and compare the total to your ability score. If you roll less than or equal to your ability score, you've succeeded! If you roll higher than your ability score, it's time to pay the consequences (if any) for your actions.

Combat

The gunfights in this adventure use a simplified version of the *Aces & Eights* rules, with you and your opponent each taking one second to attack each other and cause damage. Essentially, this works like ‘taking your turn’ in board games and other entertainments.

To determine who attacks first, roll 1d6 to determine Initiative for your character and roll again for your foe. The higher roll wins Initiative and gets to blast away first! Lower rolls follow in descending order. If the opponent survives your first attack, continue to the following second, using the same Initiative.

If at any time you are faced with multiple opponents, simply fight them one at a time. Combat continues until you defeat them all or fall in battle.

You use the dice to determine whether or not you hit your opponent and how much damage is done. This involves an attack roll and a damage roll.

To determine whether or not you hit, roll a 20-sided die (1d20) and compare it to the number required to hit your enemy (as stated in the text). A successful hit from your pistol deals d6+1 points of damage to your enemy. (Be sure to keep track of both yours and your opponent’s remaining Hit Points on a piece of paper.)

When your foe attacks, roll 1d20 and compare it to the required number to score a hit on you. If your foe hits, deduct the appropriate damage (listed in the text) from your character’s Hit Points (max 16). Your opponent’s remaining shots will be listed and you should use a die or paper to keep track of them as well.

If you or your enemy still have bullets in the cylinder while the other is reloading, you get a free attack!

When your foe’s Hit Points reach zero, he has been vanquished! When your Hit Points reach zero, the buzzards will be fightin’ the lizards for your gizzards!

Combat continues second after second in the order determined by the Initiative roll (which need only be rolled once, at the beginning of combat) until one side or the other is defeated. The Combat Trackers on page 19 can help you track each gunfight.

Healing

You might find items that can restore your Hit Points. However, your HP can never be raised above their starting level. For example, you start with 16 HP. Now, suppose that after a battle, you have 15 HP. Later, you find a biscuit that restores 2 HP. You eat it, and heal back to the original 16 HP. The extra healing point is lost.

Basic Pre-Generated Character Statistics

To get started immediately, use the basic pre-generated character statistics presented below. Alternatively, if you are (or want to become) familiar with the mechanics of the full *Aces & Eights* RPG, you will likely want to flesh out your character’s abilities, skills, quirks, flaws and so forth using the methods presented in *Chapter 3.1 | Character Creation* of that book. But if you want a simple character for a quick shoot-em-up, just use these basic statistics presented below and skip to the next section.

Strength: 13

Wisdom: 12

Dexterity: 15

Hit Points: 16

ADVANCED GAME RULES

The Advanced Game uses the same rules from the Basic Game, with a few additions and alterations. The main difference is that, rather than use the basic character, you use your own *Aces & Eights* PC!

Character Generation

If this is your first outing to the Shattered Frontier, finish reading the Advanced Game rules, then grab your *Aces & Eights* rulebook and follow the steps in *Chapter 3.1 | Character Generation*. For this adventure only, you can ignore the penalties for your lack of experience (see page 46 in *Chapter 3.1 | Character Generation*).

If you already have a character that you’d like to use, we recommend you discuss it with your GameMaster first. He can tell you whether or not this adventure is a good fit for your character’s history or time apart from the campaign, as well as whether your he’ll allow the awards (and enforce the penalties!) from this adventure to carry over into your ongoing campaign.

As a third option, you can use the pre-generated Advanced character statistics below. Note that most of the included statistics are designed for the full RPG, so that you can use this character when you move on to the full game!

Advanced Pre-Generated Character Statistics

HP 24; Speed 0, Accuracy +1; Str 13/14, Int 9/90, Wis 12/11, Dex 15/02, Con 10/09, Lks 10/16, Cha 9/32; Rep 11, Fame 0; Quirks early riser; Flaws bushed; Talents veteran gunfighter; \$5; Colt SAA (.45 caliber, 4³/₄” barrel); remaining BPs 85

Abilities and Hit Points

Your abilities represent your character's physical and mental attributes. In the *Aces & Eights* RPG, you have several, but for this particular adventure the only ones we're concerned with are Strength, Wisdom and Dexterity. When asked to make an ability check, follow the Basic Game rules but use your own character's statistics.

Each character has between 21 and 24 Hit Points (HP) determined by rolling a d4 and adding 20. This gives you a measure of how much physical damage your gunfighter can sustain before keeling over.

Use your *Aces & Eights* character's Hit Points instead of those of the basic pre-generated character.

Speed and Accuracy in Combat

Speed represents how quick your gunfighter is on the draw — the lower the better. Accuracy is just what it seems and higher numbers are beneficial here.

Apply your total Speed modifier (from Dexterity, Wisdom, Number of Gunfights, Talents, etc.) to the Initiative checks required in this adventure.

Apply your total Accuracy modifier (from Intelligence, Dexterity, Number of Gunfights, Talents, etc.) to the attack rolls required in this adventure.

Otherwise, follow the combat rules described in the SoloQuest Basic Game rules above.

Equipment

For this *SoloQuest* adventure, use the Basic Game equipment (*i.e.*, pistol) rather than your own, due to the differences in game combat.

Healing

The healing rules work as described for the Basic Game, above.

Completing the Adventure

As in the *Aces & Eights* RPG, certain actions may affect your Reputation and Fame scores, as well as potentially awarding Building Points that you can use in your ongoing campaign (GM permitting). These awards are summarized at the end of the book.

If you survive this adventure, now's a great opportunity to take this character off into the sunset for more excitement with the *Aces & Eights: Shattered Frontier* RPG!

THE SHATTERED FRONTIER

The "Shattered Frontier" was a term coined by a St. Louis newspaper publisher, Shawn Griffith Nelson, when describing the lands west of the Mississippi River. Mr. Nelson made a journey from St. Louis to the frontier boomtown of Muskeegie and chronicled his experiences by telegraph.

In his weekly published updates, he harped on and on about the "God-given" opportunities presenting themselves out West that were, in his opinion, being "squandered" by the Union.

"Vast expanses of land and valuable resources claimed by everyone yet controlled by no one lie in this shattered frontier," he wrote in one piece. *"Neglecting this territory is akin to letting fields of fertile soil lay fallow while the starving farmer picks through the trash for his supper. It's shameful."*

The 'Shattered Frontier' as he dubbed it, is a region with overlapping claims and contested borders — land coveted by Imperial Mexico, the Republic of Texas, Deseret and the United States, but occupied by "heathens, squatter towns, Indians and bandits".

Known by the Mexicans as "El Diablo's Caldera" (or simply "the Cauldron") this area of political unrest is the stage for most beginning *Aces & Eights* campaigns. It is here, around the squatter towns of Lazarus and Muskeegie, where adventure is common. Once an area deemed suitable only for outlaws in hiding and for trappers running the occasional trap line, the San Juan Mountains now have the continent's undivided attention. Gold was discovered here in recent months and the rush is on.

BUENA ROCA

As small enclaves of civilization cast in the sea of an untamed wilderness, towns are all important in the Shattered Frontier. The only real source of protection from the dangers that abound at every turn, towns attempt to bring order to the chaos of the wilderness. Outside a town, players are largely on their own.

Weak or strong, good or bad, even the most self-reliant individuals in the Shattered Frontier need to stop into town every now and then. They may need to reprovision, sell goods, or just to blow off a little steam. Regardless of the direction a game ends up taking, you'll find a great deal of your time is spent in town.

Buena Roca, like so many towns in the Shattered Frontier, has an uncertain future. It is a simple collection of buildings that may be on its way to becoming a real town — if only the mines will hold out.

Items of Interest Concerning Buena Roca

☞ The Buena Roca Mining Company (based out of Santa Fe) established this town barely a year ago when a seemingly significant vein of ore was discovered by one of their representatives. They quickly claimed the land, threw up some cheap buildings, set up an office and hired miners to work the claim.

☞ To curb violence and maintain the peace (but primarily in hopes of guarding the mines from all trespassers and dishonest workers), the company recently approved the funds to hire two additional full-time deputies.

☞ The mining company's main representative, Charles Walter, was once a resident of Black Horse and drew up his initial Buena Roca street plan based on that town.

☞ Two months ago, the company invested money and had a telegraph spur run to Buena Roca from the main line. All company messages are sent in code in the interest of making sure their private messages remain private.

However, the telegraph operator Juan Miguel is not above being bribed (even though he took an oath that he will never divulge information from messages that have passed through his hands).

☞ Last month, the McNard-Lowery Stage Company set up a new stage station in Buena Roca. However, this station is not yet manned nor has it been added to their posted stage schedule. The stage rarely stops in Buena Roca except for the delivery of mail or passengers that specifically request it as their destination.

Buena Roca in an On-Going Campaign

Aces & Eights GameMasters may wish to insert Buena Roca into their own campaigns using the following information and maps for guidelines.

As a company mining town still in the first year of its growth and development, Buena Roca can be a good place for players to eventually descend upon. There are shortages of businesses, as well as the skilled tradesmen needed for a town to grow, and miners always in need of recreation. There are many niches waiting to be filled, and characters with a little sand and determination should be able to grab their piece of the dream here.



Background

With a puff, the lantern flame flickers momentarily and finally disappears as you lay back in your cot. The only sounds this hot summer night are the chirp of crickets and the ever-present howl of the west wind. You inhale deeply in this moment of serene relaxation and glance over at your faded shirt, the metal star glinting in the starlight.

You've been the law in this new company mining town for barely a year of your own twenty-eight. In that time you've mostly dealt with drunkards who were happy to sleep off their time in your cells. Besides a handful of drunken brawls and a few disputes over mining rights, this has been a relatively peaceful town. You've kept order in the Buena Roca company mining town, and the locals are mighty appreciative of your efforts. Your small homestead is only a short ride from that town... your town. With a smile, you drift off to sleep.

You awaken in the morning to the sounds of thunder. Rain in these parts is rare in the summer months, so you open the window shutters to inspect the storm clouds. Sunlight pours in your room, not a cloud in sight. Again the sound of thunder, only this time your head turns in the direction of Buena Roca. That's not thunder, that's gunfire!

You pull on your britches and boots and run out the door, tucking in your shirt with one hand and clutching your holster with the other. By the time you get your horse saddled, you hear the clop of hooves and a loud voice coming from the road leading to town, calling your name.

"Sheriff! Sheriff! Come quick! There's trouble!" pleads the voice. It sounds like Mitch Campbell, one of the younger miners. You see him ride hard across your yard to your front door and you call him over to the barn. He reins the horse around and gallops to you.

"Sheriff! It's bad! Ya gotta come quick!"

"What is it, son? Has old man Craggin' accused someone of jumpin' his claim again?"

"No, sheriff, it's worse! A band of men rode into town last night and they're shootin' up the place! They's askin' fer you!"

"A band of men, eh? Well, Mitch, you leave this to me. I want to you to ride hard and fast and tell all the folks to stay in their homes. If the men try to ride into town, you tell 'em I said to stay put! Now, go!"

With a snort, his horse turns and bolts off to the west as you turn to the matters at hand. You roll up

onto the saddle and spur your horse into action. In a matter of seconds you're galloping towards Buena Roca, leaning close to your horse's neck and swallowing hard. You had hoped there would never be a day like this, but Buena Roca has much to offer those who are unwilling to work for it. The mines have produced enough ore to build this town and keep the company happy.

Since the telegraph office was built and the stage coach station newly installed, a few more folk had made their acquaintance of Buena Roca. In your heart, you knew that what you were bound to find in town this morning was an inevitability wrought from greed. Nevertheless, this was your town and they'd have to walk through you if'n they wanted to claim it for their own!

As you draw near to town, you can hear the occasional staccato of a glass window as it shatters followed by loud laughter. You adjust your hat, straighten your spine so you're riding tall and slowly trot into town, your golden star glistening over your heart.

Your horse gives out a nervous whinny as you approach the east end of town, the Vaca Rojo cantina in sight. As if on cue, three men burst out of the cantina and step into the center of the dusty lane, hands on their hips, blocking your way into Buena Roca.

Still several paces away, you stop your horse with a gentle pat on the neck. You stare intently at the three men. They all have the same general appearance; rough and prone to violence. You have a feeling that talking won't be enough, but that's the way the law works. If that fails, you have ways to persuade them to rethink their plans. And of course, if fired upon, you reserve the right to answer them bullet for bullet.

"Gentlemen, you're not welcome in Buena Roca," you state through gritted teeth.

The man in the middle of the three turns to his cronies and laughs. With an attempt at a graceful bow he chuckles *"Why, thank'ee partner... but 'tis you that aren't welcome here anymore!"*

You dismount your horse and step up to the ruffian while he swats absentmindedly at a fly that's buzzing around his head. His companions smile at you and scratch at their rough beards, content to watch the show.

"Perhaps I wasn't making myself clear. You... aren't... welcome... here!" emphasizing each word with a finger in his chest.

The man smiles at you, showing a mouthful of yellow teeth awash in brown tobacco juice as your hand drops back to your side. He stares back at you for a moment and then spits out a filthy stream of liquid 'chaw' on your right boot. His gaze turns serious as his eyes meet yours again.

"And what are you gonna do about that, company man?" he whispers, globs of spittle stuck in his beard.

"Sam! The boss said to scare 'im and he don't look scared enough to me," blurts out one of the men.

The man in front of you, Sam, reaches up a hand and brushes your hat off your head and onto the road. You don't break eye contact with him, your blue eyes burning into his.

"Boys, I've asked you once, I've asked you twice. I'm only gonna ask you once more. Ride outta here right now and tell your 'boss' he'd best do the same or you're all gonna get it!"

"Oh, we're scared now! We're gonna get it! Ha! What exactly, mister 'sher-riff', are we gonna get?" mocks Sam as he reaches behind his back with his right hand and pulls out a six inch blade, holding it at his side, leveled at your gut.

"You and your boys are gonna get a one-way ticket to 'fist city'!!!" you cry as your fist smashes into Sam's nose, the knife dropping from his hands.

Sam falls back into the arms of his surprised companions, who make little effort to catch him as they fumble for their pistols. One runs for the Vaca Rojo while the other struggles to draw his pistol.

"Skin that hog and you're a dead man!" you warn him, but he doesn't listen.

As soon as his barrel is pointed in your direction, your own Colt SAA revolver is out. Like some ancient, enraged dragon, fire and brimstone belches from it's mouth. Before the smoke clears, two rounds pass through the young bandit's chest and he falls lifeless to the ground. With the gun at your right hip and the heel of your left hand on the hammer, you point your smoking steel at Sam.

"Get up," you order him and he stumbles to his feet, a look of anger and horror on his bloodied face, *"and tell your boss that unless he wants to share the same fate as your friend here, he'll ride on and not look back!"*

"Oh, I'll tell him...yeah, I'll tell him...and he'll get you for what you done!" With that, Sam turns and runs east towards the center of town. You reload your Colt and weigh your options.

Go to entry 1.



Bad Day at Buena Roca

1) You're standing in the center of the east road at the edge of Buena Roca. To the north is the Cantina Vaca Rojo. To the south is the Crooked Horseshoe Smithy. The road continues west into Buena Roca and east to your home.

If you'd like to enter the cantina, Go to 46.

If you'd like to enter the blacksmith shop, Go to 14.

To head west, Go to 35.

To run home and forget the whole thing, Go to 79.

2) You walk up to the door and open it. Make a Dexterity check!

If you succeed, Go to 108.

If you fail, Go to 80.

3) Make a Strength check!

If you succeed, Go to 40.

If you fail, Go to 7.

4) You weigh your options: stand here and get shot, sit here and get shot, or fight back! Naturally, you opt for the latter.

You need a 16 to hit each man (you have six bullets in the cylinder). They need a 16 to hit you and each man does d4 points of damage with his pistol (each with six bullets). The men flee or fall after suffering 8, 7 and 6 points of damage, respectively.

If you survive, Go to 32.

5) Before you reach the door, you hear voices coming from inside the bar. You sneak up to the door and listen carefully.

"Now look, Brody, when the lawman comes in here, I want you hidin' in the corner over there. When I give the signal, you jump 'im and beat 'im to a pulp!" instructs a voice. *"The boss says he's all ours so let's not mess this up!"*

You decide to play along with their ruse (write down the number 49. When asked, this number will help you get the upper hand!). You take a few steps back and shout *"Now I know you're in there, so throw out yer weapon and come out peaceably!"*

"Hey, if you're so brave, why don't you come in and get me, sheriff! And I ain't got no gun, so put yours away. Let's settle this like men!" is the reply.

You holster your piece and step up to the swinging door. You push it open with both hands and enter the saloon.

Go to 28.

6) Out of the corner of your eye, you spot a dark shape quietly moving towards the forge. The shape, you see it's now a man, grabs a two-foot length of iron, it's tip glowing white hot. With a rush, the man swings the iron at you, but you duck out of the way! Make a Wisdom check.

If you succeed, Go to 22.

If you fail, Go to 17.

7) You strain with all your might against the crushing force. For a moment, you feel his grip relaxing, but then it returns, stronger than ever (lose 3 HP). You try with all your might to reach your pistol. You know you can't shoot an unarmed man, but Brody isn't an ordinary man and your life is at stake.

After fumbling with it for a few moments, you realize you're unable to remove it from the holster. Undeterred, you aim the holster (pistol included) at where you guess Brody's foot might be and squeeze the trigger.

Go to 36.

8) You enter the musty smelling shop and see that, like most of the rest of the town, it's been ransacked. There appears to be nothing of interest in here. You head back into the street.

Go to 98.

9) *"Whoa there, young bison!"* you stammer in amazement. While you gawk at the size of your foe, the slender man cackles with glee. *"He's all yours, Brody!"*

You draw your revolver and Brody growls at you. *"Hey, sheriff! He's unarmed! You can't kill an unarmed man and you know it! So put yer gun down and yer fists up!"* shouts the slender man.

Brody lumbers towards you, his fists nearly the size of your head. You ball up your fists, puny by comparison and struggle to think of a way out of this mess!

Go to 107.

10) You cautiously push open the door to the livery. There is a large opening in the ceiling and you can see up to the second floor, where bags of grain are kept. After taking a few steps inside, you hear a loud voice:

"That's far enough, Sheriff. We've got three guns trained on you, so you'd best be actin' smart!"

You slowly look up and see two men standing on the second floor, near the edge of the opening. Another man is across from them, on the other side of the opening. All three have revolvers aimed at you.

"You boys better think real hard about what you're doing," you say. "I'll give you a chance to high-tail it outta town, but you only get this one chance!"

"Don't you worry 'bout us. We know exactly what we're doin', ain't that right?" The men look at one another and chuckle.

Make a Wisdom check!

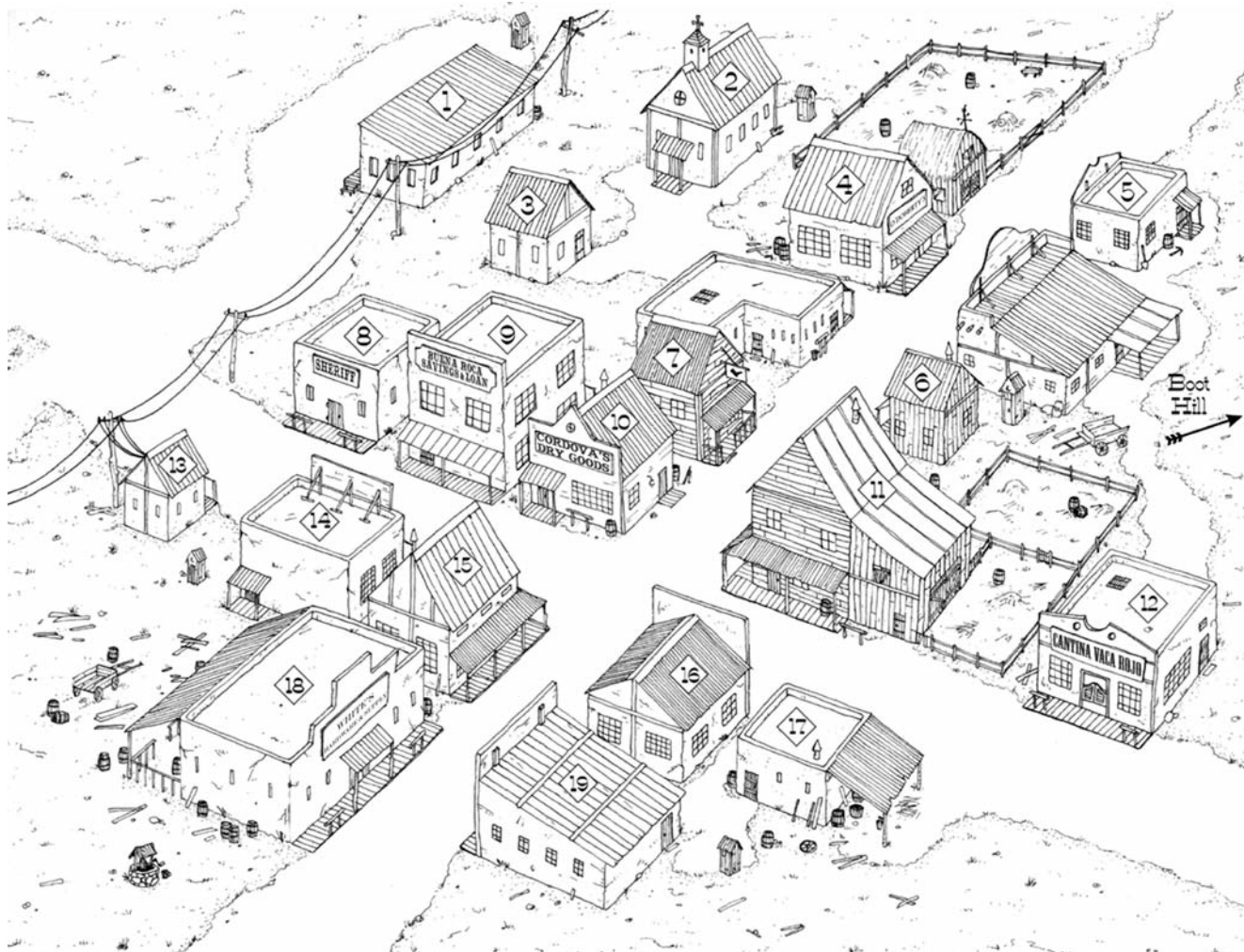
If you succeed, Go to 95.

If you fail, Go to 4.

11) You open the door to the doctor's office and find it deserted. You rummage through the shelves and find enough bandages and ointments to restore 2d4 HP. You head back into the street.

Go to 34.

12) You've won a hard-fought battle! When the dust clears, you head over and inspect the rifle. Unfortunately your final shot must have ricocheted off the rifle and into your foe because the rifle has been rendered useless by one of your bullets.



- 1) McNard-Lowery Stage Station
- 2) La Purisma de Concepcion church
- 3) Honorable William Munny (Justice of the Peace)
- 4) O'Doherty's Fine Whiskey and Games of Chance
- 5) Buena Roca Mining Company
- 6) Assay Office
- 7) Garcia's Bootery and Leather Goods
- 8) Sheriff's Office/Jail
- 9) Savings and Loan
- 10) Cordova's Dry Goods

- 11) Quinn's Hotel and Livery Stable
- 12) Cantina Vaca Rojo
- 13) Telegraph Office
- 14) L.N. Shane, M.D. and Toothwork
- 15) White Rose Hotel and Bathhouse
- 16) Maria Rosa's Bakery
- 17) Crooked Horseshoe Smithy
- 18) White's Hardware and Supply
- 19) Schmidt's Supply House and General Store

You find a pack of rations and bandages near the two men. You may use them to restore 4 HP. You head back into the hardware store and into the street before reinforcements find you out in the open.

Go to 20.

13) You decide to try and send a telegraph to request help and head over to the telegraph office. Have you been to the hardware store yet?

If so, Go to 105.

Otherwise Go to 110.

14) You carefully enter the blacksmith shop. It appears as though there was a struggle here. There's no blood spilled on the ground, so you hope the proprietor is still alive. The fires are still lit. You head to a corner of the shop to inspect some damaged tools.

Go to 41.

15) The door to the mining office is off its hinges. You poke your head around the corner and see that the door to the storage room has also been kicked in. You carefully tiptoe over to the storage room, but there's no one in there. However, it appears that several bottles of nitroglycerin are missing from their storage boxes. You hope for the best and head back into the street.

Go to 64.

16) You take another step and suddenly you feel your body being propelled across the room, crashing into the wall. You shake your head to regain your senses and see a goliath of a man approaching you. *"What's that, sheriff? You didn't see my friend here sneaking up behind you?"* laughs the slender man.

You try to stand, but your legs can barely hold your weight. Your hand swings down for your revolver, but everything is moving painfully slow. Before you can grab pull it out of the holster, you feel yourself enveloped in the big man's arms. The air rushes out of your lungs as the squeezing begins. The first cracks are your ribs breaking, the next are your spine and after that, well, you don't really care much after that...

You are dead. Why not go back to the beginning and try again?

17) You dodge another swing of the hot poker and time your counter-attack. Your fist connects with a soft abdomen and the man seems to lose a little of his steam. You circle one another in the shop before you attack again! Before your knockout blow can fall, the hot poker comes around and sears your left shoulder (lose 2 HP).

You grimace but still manage to incapacitate your foe. You tie him to a beam with some rope. He'll be secure here until you can get him in the jail. You head back out into the street.

Go to 1.

18) You start walking towards the mines and you hear gunshots coming from the south, back in Buena Roca. You'd better investigate it!

Go to 64.

19) You have a plan! You crouch down and belly-crawl under the large front window to the side of the saloon. You sneak back to the side door and peer through the keyhole. You spot the man and he is unaware of your presence! You might be able to take him by surprise!

If you kick in the door, guns blazing, Go to 92.

If you continue on your way, Go to 1.

20) You're at the south end of town. To the west is White's Hardware and Building Supply. To the east is the general store. To the north is the center of town.

To enter the hardware store, Go to 59.

To enter the general store, Go to 52.

To go south, Go to 21.

To go north, Go to 25.

21) This road leads away from Buena Roca and you're charged with protecting the town. If you don't save the town, no one will! You turn around and head back.

Go to 20.

22) You spot a sturdy cast-iron skillet lying amongst the damaged goods. You grab it and swing with all your might. You hear a satisfying 'thud' as it strikes home. The man slumps to the floor in a heap. The hot poker ignites some of the straw on the floor, but you stamp it out and use some rope to tie the unconscious man to a beam in the shop. He'll be secure here until you can get him in the jail. You head back out into the street.

Go to 1.

23) You are in a firefight! Because of his position, you need a 16 or better to hit your opponent (you have six rounds in the cylinder). He needs a 15 to hit you. He does d4+1 damage with his six shooter (he has five rounds in the cylinder). He flees or falls after suffering 8 points of damage.

If you survive, Go to 47.

24) This view offers you a great vantage of Buena Roca. You see some men milling around the town church to the northwest. Roll 1d6.

If you roll a 1-4, Go to 30.

If you roll a 5 or 6, Go to 65.

25) You're standing in the center of town where the two roads intersect.

If you'd like to head north, Go to 98.

To head west, Go to 75.

To head east, Go to 35.

To head south, Go to 20.

26) Make a Dexterity check!

If you succeed, Go to 50.

If you fail, Go to 38.

27) As the heavy load falls and crushes the lone gunman, you reach out and grab onto the rope. Half the grain load breaks free from the ropes and stays on top of your unconscious foe and the other half falls to the ground level, the rope dragging you up to the second floor! Try as you might, you just can't seem to retain your grip on the rope. You swear your arms are going to be ripped from their sockets, so you let go...too soon.

You are flung towards the edge of the opening and manage to hang on to the edge to avoid falling back down to the ground level! Now you're really in a jam! You're hanging from the second floor by your fingers and your back is exposed to your enemies!

Make a Strength check!

If you succeed, Go to 96.

If you fail, Go to 104.

28) Seated at a table is a slender man sipping a shot of whiskey.

"Well, Sheriff, would you care to join me for a drink before things get ugly?" he offers.

"Things were lookin' plenty ugly in here before I got here. Why don't you stand up and turn around. You're coming with me. I've got a nice, comfy cell with yer name all over it."

The man puts down his drink, pushes back his chair and puts his hands in the air. *"Whatever you say. After all, you're the sheriff in these parts."* With that, he turns around. As you approach he takes a step away from you. *"Now, you gotta promise not to hurt me. Do you promise?"*

You take a step towards the man and place both your hands on the back of the chair he was sitting in. *"Sure, I promise."*

Go to 16 unless you've been given a special number, in which case, go to the entry that corresponds to that number.

29) You approach the lifeless form on the saloon floor and check him for any clues. You find nothing except a few clean bandages. You may use these to heal 2 HP.

Go to 1.

30) You can't quite tell who the men are or what they're doing from here. You decide to head down the ladder.

Go to 66.

31) You need a 14 or better to hit your foe (you have five rounds in the cylinder). Because he has two derringers, he gets two shots per second! He needs a 16 to hit (roll it twice) with each Knuckleduster dealing d3 points of damage (they have seven cartridges in each gun and it takes him two seconds to reload either one). He flees or falls after suffering 10 points of damage.

If you survive, Go to 42.

32) Phew! Once the smoke clears, you stumble exhausted over to a comfortable looking pile of hay to inspect your wounds.

You find some clean bandages and ointments in a horse kit box. Sure, it's meant for horses, but it's got to help! After cleaning your wounds (restore 2d4 HP) you head back to the street.

Go to 35.

33) *"Sheriff, my name is Logan Martin. It seems you've been a thorn in my side all morning. I've offered you a chance to move on outta here and save yer own hide, but no! You gotta go and stick yer nose into my affairs. This town don't belong to you any-more. We're taking over, and it's time I got rid of you once and for all."*

Your gaze remains locked on Logan as he throws back the right side of his coat to reveal his pistol, holstered on his hip.

"Mister Martin, those are serious words and you're assumin' a serious posture right now. You'd better pray you're up to what you're about to do."

Sweat beads up on your forehead. The muscles in your right shoulder and arm are loose, ready to jump to life in a split-second.

Go to 51.

34) You're standing in the center of the West road. To the north is the Buena Roca bank. To the south is Doc Shane's office.

To enter the bank, Go to 94.

To enter the doctor's office, Go to 11.

To head west, Go to 77.

To head east, Go to 75.

35) You make your way down the center of the street, eyes scanning the buildings for any sign of movement. The road runs east and west. To the west is the town center. North is Quinn's Hotel and Livery Stable, to the south is Maria Rosa's Bakery. You hear a crash to the south. Perhaps someone is in the bakery!

To head west, Go to 25.

To go east, Go to 1.

To enter the livery, Go to 10.

To investigate the bakery, Go to 67.

36) The bullet grazes your leg and lodges firmly in Brody's foot. He howls in pain and drops you to the floor (you lose 2 HP).

Go to 109.

37) You suspect that someone is hiding in here, so you're ready in case the bullets start flying! You hide behind a display case and throw a can of beans behind the counter. You hear a shuffling noise and suddenly a man pops up from the counter, pistol in hand.

"Drop yer piece!" you shout as he fires a shot in your direction. You crouch down and return fire! You need a 14 to hit your foe. He needs a 17 to hit you and deals d4+1 points of damage with his six-shooter (five cartridges in the gun). He flees or falls after losing 6 HP.

If you survive, Go to 55.

38) Before you can squeeze off a round, the knife buries itself deep into your right arm (lose 2 HP). You reflexively pull back on the trigger and your shot flies harmlessly through the wall (subtract one round from the cylinder). You drop your pistol in pain and your opponent roars in delight! You quickly pick up your pistol and prepare for the worst.

Go to 60.

39) Make a Wisdom check!

If you succeed, Go to 19.

If you fail, Go to 72.

40) You can feel Brody's death grip crushing your life away so you grit your teeth and strain with all your might. Amazingly, his grip loosens! You flail your head from side to side, trying to muster all your energy.

When he fights back, you slam your forehead into his chin and his grip loosens enough that you're able to reach down and grab your pistol. You manage to get it out of the holster and aim it down where you guess Brody's foot must be. You squeeze the trigger. The bullet sinks deep into Brody's foot and into the floor. He howls in pain and drops you to the ground.

Go to 109.

41) Make a Dexterity check!

If you succeed, Go to 6.

If you fail, Go to 81.

42) Somehow you manage to overcome your opponent. With his last dying breath, he cries out *"Estoy vencido!"* and slumps to the ground. You leave the office and head back outside.

Go to 99.

43) You stand your ground, anticipating Logan's move. In a flash, his hand drops to his holster and you respond in kind. Your gun is out first and with a confident squeeze, a shot rings out! Like a thunderclap, it breaks the silence. Logan reels backwards from the deadly shot, his legs buckle and he falls, dust swirling up around him. You holster your weapon and walk over to the doors of the church.

Go to 82.

44) *"Stop, Sheriff! I've had enough!"* wails the man as he throws the gun towards you. *"I'm outta ammo and if I don't quit, I'm a dead man!"*

"You've got that right. Now lay on the floor and don't even blink unless I tell you, got that?" you order. After a few moments, you tie up the man with some leather straps and tell him you'll be back for him when you're done.

Go to 98.

45) With each shot, Brody lurches backwards, howling in agony. With your last shot, he falls backwards, crashing into his companion! You rush forward and pistol-whip Brody for what seems an eternity until he finally succumbs to the restless sleep of unconsciousness.

Throughout the ordeal, his companion is begging you to get Brody off him! You decide that he's better off where he is and you pick up a shot of whiskey, down it in a gulp, and head back into the streets.

Go to 64.

46) You press your back against the side of the doorway and yell into the cantina *"Hey! I know you're in there! Either you come out now, or I'm comin' in to drag you out!"*

Your challenge is met by a gunshot! The bullet plinks into the swinging doors sending splinters into the street. You lean to your side and carefully peer inside. You see the man cowering behind an overturned table, pistol in hand.

Go to 39.

47) There's a ladder on the side of the building. Do you wish to climb to the top?

If so, Go to 24.

If not, Go to 66.

48) You sense you're not alone, but aren't sure where someone could be hiding. Suddenly, a man jumps up from behind the counter, gun in hand! You need a 15 or better to hit. He needs a 16 or better and does d4+1 damage with his pistol (six cartridges in the gun). He flees or falls after losing 6 HP.

If you win, Go to 55.

49) Your hands clench the chair tightly as the slender man starts to smile. *"This is it,"* you think to yourself. You take a deep breath and spin around, swinging the chair with all your might. It crashes into the head and shoulder of a man trying to sneak up behind you.

This fellow doesn't look like an ordinary man, though. He's the biggest, strongest man you've ever seen! He shrugs off the chair, which is now nothing

more than a pile of splinters, and reaches out his massive hands towards you!

Go to 9.

50) You level your pistol and fire! With a sharp 'clang', you manage to shoot the knife out of the air! As smoke rolls from your barrel, you chamber the next round, waiting for your opponent to make the next move.

Go to 60.

51) Make a Dexterity Check!

If you succeed, Go to 43.

If you fail, Go to 83.

52) You enter the general store and find it has been ransacked.

Have you been in the bakery yet? If so, Go to 37.

If not, make a Wisdom check.

If your check succeeds, Go to 48.

If your check fails, Go to 61.

53) You step outside your office and take a deep breath. The wind has picked up and it blows a lazy tumbleweed past your office. You reach for your tobacco pouch. Things are back to normal in Buena Roca...

You've survived the adventure. Congratulations! (If you're playing the Advanced Game, turn to page 16 for your awards!)

54) You run into the Telegraph Office and see the machinery has been smashed to bits. It looks like you're in this one all by yourself!

Go to 77.

55) When your last shot falls, the man throws his gun across the room, raises his hands in the air and shouts *"Mister! I quit! Just don't kill me!"*

You cautiously approach and tell him to face the wall. You find some rope and tie him up, nice and secure.

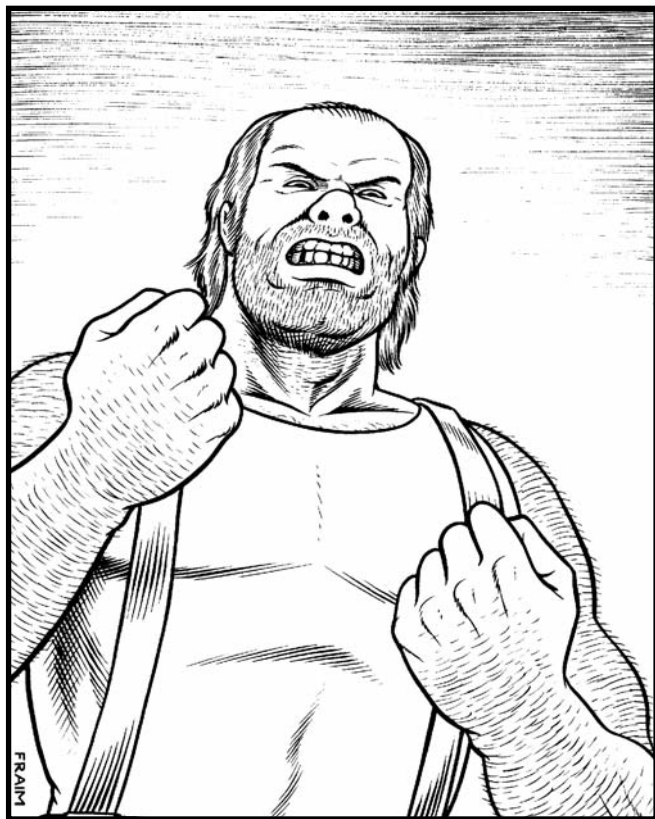
"I'll be back for you when I'm done. I've got a cell with yer name on it! So just lay here and relax. If you're quiet, I won't have to come back and finish you off!"

He nods in agreement and you head back to the street, picking up some bandages as you do (restore 2 HP).

Go to 20.

56) The alley heads west, towards the office of the Justice of the Peace. You start along the trail, walking alongside O'Doherty's Fine Whiskey saloon.

Go to 103.



57) As you walk along, a man jumps up from behind some barrels and start firing at you! You recognize him as Sam, the man who was sent to greet you this morning!

Because of his position, you need a 16 to hit (six cartridges in the gun). Sam needs a 14 to hit and deals d4+1 points of damage (he has five cartridges). He flees or falls after suffering 7 points of damage.

If you survive, Go to 62.

58) You walk towards the McNard-Lowery Stage Company station.

Go to 78.

59) You notice the door to the hardware store has been kicked down. There are no signs of anyone inside. You quietly make your way to the back of the store.

You peer out the back door and see two men hiding behind a wagon in need of repair. The glint of a blued steel barrel confirms that they're intending to get you with a rifle! From the looks of things, they were waiting for you to try and send a telegraph from the office at the west end of town.

Now you have the upper hand! You crouch down and steady your pistol.

If you're ready for battle, Go to 74.

If you'd rather sneak back to the street, Go to 20.

60) The man stands up and draws two derringers from his belt.

"Well, mi amigo, the time has come for you to say adios to this town and this life!" With that, the gun battle begins!

Go to 31.

61) You enter the store and glance around. While you're inspecting a display case full of buttons, a man jumps up from behind the counter and points his pistol in your direction! Before you can react, he fires at you!

He gets one free attack before you roll for Initiative. You need a 15 or better to hit. Your opponent needs a 15 or better and deals d4+1 points of damage with his pistol (he has six cartridges in his gun). He flees or falls after losing 6 HP.

If you survive, Go to 55.

62) After your gunfight is over, you continue on towards the stagecoach station. When you arrive, you find nothing out of the ordinary, so you head back.

Go to 106.

63) You manage to quietly sneak up on your opponent. When you get nearer, you realize it's Sam, the man sent to greet you this morning!

"How's the nose, fella?" you ask..

Sam spins around, and stares at you in amazement.

"What the? How'd you? Oh, man!" He pulls out his pistol and starts firing!

You need a 14 or better to hit (you have six cartridges in your gun). Sam needs a 16 or better and does d4+1 points of damage with his six-shooter (he also has six bullets). He flees or falls after losing 7 HP.

If you survive, Go to 62.

64) You're standing in the middle of the north road. To the west is O'Doherty's Fine Whiskey and Games of Chance saloon. To the east is the town's mining office. Just south of the saloon is a side alley heading west.

To enter the saloon, Go to 69.

To enter the mining office, Go to 15.

To follow the west alley, Go to 56.

To head north to the mines, Go to 18.

To head south, Go to 98.

65) You think you recognize some of the people around the church. They appear to be some of the townsfolk. It seems some men are forcing them inside the church. You have a feeling that you'll soon find out who's behind all this trouble. You head down the ladder.

Go to 66.

66) You're on the west path.

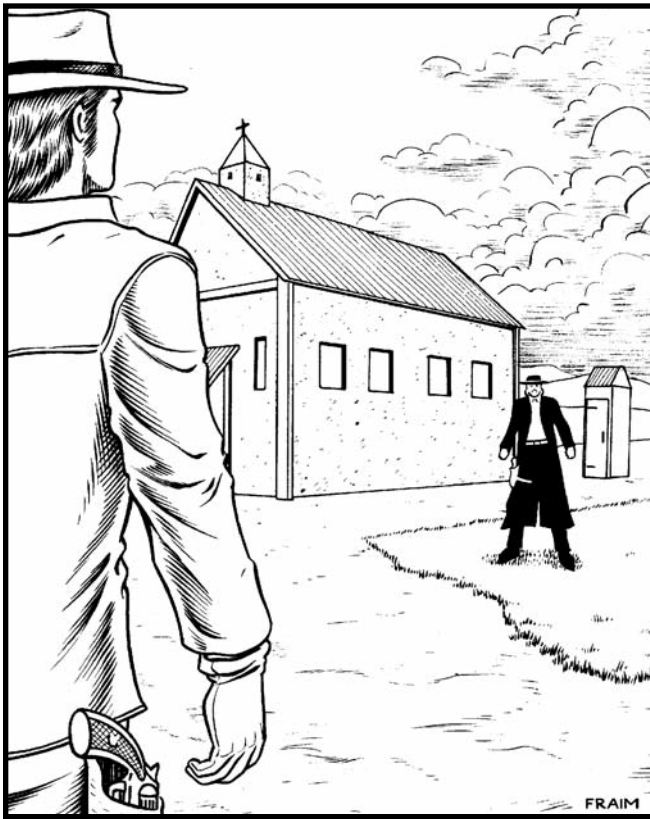
To head east, Go to 64.

To continue west, Go to 99.

67) You peer inside the bakery and see that flour has been spilled all over the floor. You open the door and spot a pair of footprints leading into the back room. You carefully follow them to where they end at a broken window. You look outside and notice 'floury' footprints heading over to the general store. You leave the bakery, pausing to grab a sugar biscuit (restores 2 HP).

Go to 35.

68) The burning sun is overhead by the time you make your way towards the town's church. As you approach, a quiet hush seems to fill the air. With steady determination, you plant your boots shoulder-width apart and stand your ground.



"I know you're in there and it's high time we finish this!" you shout, still 30 feet from the heavy wooden doors, *"Come on out!"*

At the northeast corner of the church's plot, an out-house door swings open. A man steps out, takes a few steps towards you, and stops, hands hanging at his sides.

You stare intently at one another for several breaths. You know that only one of you will walk away from this confrontation.

Go to 33.

69) Make a Wisdom check!

If you succeed, Go to 5.

If you fail, Go to 93.

70) You feel a stinging burn in your left shoulder and realize you've been shot (lose 3 HP). You look around and spot a gunman atop the building to the south of the path. You raise your pistol and return fire!

Go to 23.

71) Out of the corner of your eye, you spot some movement to your right. There's someone hiding behind some barrels! You see they have a gun drawn, ready for business.

If you head back, Go to 106.

If you sneak up on the gunman, Go to 76.

72) If you decide to charge into the cantina, Go to 86.

Otherwise, Go to 1.

73) You do your best to sneak up on the gunman, but your foot seems to land on a brittle stick and the resulting 'snap' startles both you and your opponent! The man spins around and you recognize him as Sam, the man who was sent to greet you this morning.

"How's the nose, fella?" you ask. He answers with his pistols!

You need a 15 to hit (you have six bullets loaded). Sam needs a 16 to hit with his six shooter (he has six cartridges in his gun). He deals d4+1 points of damage and flees or falls after losing 7 HP.

If you survive, Go to 62.

74) You carefully choose a target, the man holding the rifle and gently squeeze the trigger. The gun kicks into life and the man falls to the ground. His companion picks up the rifle and aims it in your direction!

You need a 16 or better to hit your enemy and you have five cartridges in your gun. He needs a 16 or better to hit you and his Winchester rifle deals d6+1 points of damage. His rifle currently contains four cartridges and he flees or falls after losing 8 HP.

If you survive, Go to 12.

75) You're standing in the middle of the west road. To the north is Cordova's Dry Goods. To the south is the bathhouse.

To enter the dry goods store, Go to 90.

To enter the bathhouse, Go to 87.

To head west, Go to 34.

To head east, Go to 25.

76) Make a Dexterity check!

If you succeed, Go to 63.

If you fail, Go to 73.

77) You're at the western edge of town. To the north is the jail, while to the south is the telegraph office.

To enter the jail, Go to 100.

To enter the telegraph office, Go to 13.

To head west, Go to 106.

To head east, Go to 34.

78) Make a Wisdom check!

If you succeed, Go to 71.

If you fail, Go to 57.

79) You have enjoyed your time in Buena Roca, but you're not ready to risk your life for a comfortable plot of land and neighbors that admire and respect you. You brush aside your honor, mount your horse (even as it seems to stare disapprovingly at you) and ride east to your home and a lifetime of shame. The End.

(If you're playing the Advanced Game, turn to page 16 for your awards.)

80) You hear the click of a gun action being readied. You jump aside just as a shotgun blasts pellets into you and the door (lose 4 HP). You hear a man behind the counter trying to reload his weapon. If you want to survive, you'd better take him out now!

You need a 16 or better to hit (you have six bullets loaded). He needs a 12 or better to hit you and deals 3d4 points of damage! His gun has to be reloaded after every shot, so he only shoots every other second.

He falls after losing 8 HP.

If you survive, Go to 44.

81) While you're inspecting the damage, you're startled by burning sensation in the small of your back! You turn around and you're facing a man armed with a hot length of iron pulled from the forge! The white hot tip hisses as it sears your skin (lose 4 HP).

You duck away from another swipe of the poker and drive your boot into the man's abdomen. As the wind is knocked from his lungs, you drive a fist into his chin, sending him into unconsciousness. You tie him to a beam with a length of rope. He'll be secure until you can get him in the jail. You head back into the street.

Go to 1.

82) *"Okay, you dogs! Come on out! Yer boss just got fired!"*

The doors cautiously swing open and seven men come out, hands in the air.

"Sheriff, we're done fightin'. If it's alright with you, we'd just like to start walkin and not look back until we're far away from here!"

"Well now, boys, that ain't all right. You've all done trashed this town, and somebody's gonna have to repair the damages. While you fellas are fixin' what you broke, you're all more than welcome to spend your nights in my jail. Heck, I insist!"

You peer inside the church and see several of the townspeople tied up. They're overcome with joy to see you (two of the women even faint!). You order your prisoners to free the townsfolk and then start marching over towards the jail. A few of the townsfolk help you round up some of the others and before long, your cells are packed.

Go to 53.

83) You wait for Logan to draw first. In a flash, you see his hand dart to his hip. Your hand flies to your hip and draws your pistol. Before you can get the gun level, however, a shot rings out! Logan's bullet drives deep into your chest. You fall backwards into the dusty lane, your gun falling from your grip. All your strength has left you and you struggle for each breath. You hear the sounds of approaching boots and then Logan's form is standing over you. He reaches down and snatches the badge from your chest and pins it to the front of his own shirt.

"I'm the law in these parts now..." you hear him say, as you fade into darkness...

You are dead. Why not go back to the beginning and try again?

84) As fast as lightning, you draw your weapon and blast away at the rope, hoping to even the odds (subtract one round from your cylinder). Unfortunately, you only graze the rope and now the men have opened fire!

You need a 16 or better to hit and have five cartridges loaded. Because of their position, each man needs a 15 or better to hit and does 1d4 points of damage with their pistols (six cartridges in each). The men fall after losing 8, 7 and 6 HP respectively.

If you survive, Go to 32.

85) You try and dodge as best you can the hammer-like blows that are directed at your head. You do your best to battle back, but each punch you land seems to hurt your fist more than it hurts Brody's face! Suddenly Brody changes tactics and rushes forward and scoops you up in his arms!

Go to 3.

86) You cock back the hammer on your big bore and pivot on your heel so you're facing the inside of the dark saloon and push through the doors. You spot your quarry behind the overturned table. *"You killed my brother!"* he shouts!

Go to 102.

87) You stroll into the White Rose Hotel and Bathhouse, but it appears deserted. You contemplate a nice soak in a tub, but you have more important matters at hand!

Go to 75.

88) As the sacks of grain fall and crush the lone gunman, you lunge forward and grab onto the rope! Half the grain load breaks free from the ropes and stays on top of your unconscious foe and the other half falls to the ground level, the rope dragging you up to the

second floor! You release it at just the right moment and roll behind the grain sacks (the sounds of heavy breathing coming from somewhere beneath them) and draw your pistol! Amazing! The other two men can't believe their eyes, but the shock quickly wears off and they start firing!

You need a 15 or better to hit (and you have five bullets loaded). Because of your cover, the men need a 17 or better to hit and do d4 points of damage with their pistols (six rounds in each). They flee or fall after losing 8 HP and 6 HP, respectively.

If you survive, Go to 32.

89) You ease open the door to the Honorable William Munny's office. Sitting behind the desk is one mean looking hombre. He appears to have been waiting for you! He draws a blade out from under the desk and flings it at you!

Go to 26.

90) You enter the dry goods store, which looks like it's been looted. You find nothing of interest, except some jerked beef (restore 2 HP). You head back out.

Go to 75.

91) You deftly dodge Brody's attacks while seemingly making no progress with your own attacks. You realize that your only hope is hot lead. You can't bring yourself to kill this unarmed man, but you can certainly stop him.

Go to 109.

92) You take a deep breath and kick in the side door! You get one free attack before you roll Initiative! You need a 14 to hit the man. He needs a 17 to hit you and does d4+1 points of damage with his six-shooter (he has five rounds loaded). He collapses after losing 6 HP.

If you survive, Go to 29.

93) You walk up to the swinging doors of O'Doherty's Fine Whiskey and Games of Chance and push them open with both hands.

Go to 28.

94) You peek inside the bank and decide to enter. It seems as though someone has tried to smash their way into the lockbox. You're pleased to see that it's still solid. As you stand up, you see a man slowly walking in carrying an armload of tightly wrapped items. He sees you and freezes in his place when you draw your weapon.

"Sheriff! Don't shoot! I'm carrying enough nitroglycerin to blow us into the next county!" he cries. "I'm gonna back out real slow, see?"

You nod your head and motion for him to set the items on the ground. The man, visibly trembling, steps back and scuffs the heel of his boot on the wooden porch! He totters backwards, his eyes open in horror! You duck down and cover your ears to avoid the impending blast.

You hear the thud of the man striking the ground... and that's all! You peek up over the counter and see an armload of explosives scattered on the ground and just a glimpse of the man as he runs down the street as fast as he can.

"Whew! What a lucky S.O.B.!" you chuckle as you gently step over the explosives and back into the street.

Go to 34.

95) As the men are distracted by their laughter, you notice a pulley 15 feet above their heads. A rope runs from the pulley to a few feet from where you're standing, where it's tied off. The other end of the rope is supporting a heavy load of grain dangling dangerously above the lone gunman. A cunning plan begins to rapidly form in your mind.

Make a Dexterity check!

If you succeed, Go to 101.

If you fail, Go to 84.

96) You manage to pull yourself up to the second floor before a shot is fired! You scramble behind the sacks of grain (you hear heavy breathing coming from beneath them) and draw your weapon!

You need a 15 to hit (you have five bullets loaded) and the men need a 16 to hit you. Each man does d4 points of damage with his pistol (six cartridges in each). They fall after losing 8 and 6 HP, respectively.

If you survive, Go to 32.

97) You sense that something isn't right. No sooner than you do, a bullet whizzes past your shoulder and strikes the saloon wall. You look up and spot a gunman atop the building south of the path! You return fire!

Go to 23.

98) You're standing in the middle of the north street. To the east is the assay office. To the west is the leather-goods store.

If you enter the assay office, Go to 2.

If you enter the leather shop, Go to 8.

To head north, Go to 64.

To go south, Go to 25.

99) You're standing in front of the office of the Justice of the Peace.

To enter, Go to 89.

To head north to La Purisma de Concepcion church, Go to 68.

To head east, Go to 66.

100) You enter the County Jail, your office, and find it deserted. It won't be for long, you promise yourself. When this day is over, the cells will be packed! It seems as though someone has been here, most likely looking for you. You grab some medicinal liniments from a drawer before you head back into the street.

Go to 77.

101) As fast as lightning, you draw your pistol and blast at the rope near you. Miraculously, your shot strikes true! The rope snaps and the heavy load begins to fall! Quick, make a Strength check!

If you succeed, Go to 88.

If you fail, Go to 27.

102) You are in a gun battle! Because of his cover, you need a 15 or better to hit your foe. He needs a 16 or better to hit you and does d4+1 points of damage with his six-shooter (he has five shots loaded). He flees or falls after losing 6 HP.

If you survive, Go to 29.

103) Make a Dexterity check!

If you succeed, Go to 97.

If you fail, Go to 70.

104) You struggle mightily to pull yourself up, but you just can't muster the strength. Before your drop down to the first floor (losing 1 HP in damage... your fall is cushioned by the sacks of grain), the men get a free attack!

You need a 16 to hit the men (you have five bullets loaded) and they need a 15 to hit you. Each man does d4 points of damage with his pistol (six shots in each). They fall after losing 8 and 6 HP, respectively.

If you survive, Go to 32.

105) Have you dispatched the two men lying in wait?

If so, Go to 54.

If not, Go to 110.

106) You peer along the road in both directions as far as your eyes can see, but there is no stagecoach in sight. If you were hoping to escape, I'm afraid you're stuck! If you were hoping for reinforcements, I'm afraid you're still stuck! To the north is the stage company's station.

To go to the station, Go to 58.

Otherwise, Go to 77.

107) Make a Dexterity check!

If you succeed, Go to 91.

If you fail, Go to 85.

108) As you open the door, you hear the 'click' of a gun action being readied. You reflexively roll to the side as a shotgun blast blows a dinner-plate sized hole in the door!

"*Dad-gummit!*" curses the gunman hiding in the office as he tries to reload his weapon.

You'd better finish him off before he can take another shot! You need a 16 to hit him (you have six bullets loaded). He needs a 12 to hit you and deals 3d4 points of damage (his weapon must be reloaded every other second). He collapses after losing 8 HP.

If you survive, Go to 44.

109) Gun in hand, you try and circle around Brody so he's between you and the slender man. He seems a bit hesitant to approach you. You point the gun at his feet and as quick as you can, you unload the cylinder into them.

Go to 45.

110) As you head towards the telegraph office, you hear a loud 'crack' and are knocked off your feet. You clutch your belly where an angry, burning ache has begun. You feel a warm gush of blood on your palm and look up just as the second shot is fired. You never hear the loud report as the round goes off and don't remember even seeing the muzzle flash. In that instant, your life is over...

You are dead. Why not go back to the beginning and try again?

ADVANCED GAME AWARDS

ENDING

AWARD

16, 83, 110 (death)none

79 (running away)-2 Rep, +1 Fame

53 (victory)*1 BP, +5 Rep, +5 Fame

*Surviving this adventure also counts as a single gunfight, potentially improving your Speed and Accuracy (see *Aces & Eights* rulebook page 46).

Awards from multiple victories are not cumulative.

COMBAT TRACKERS

CURRENT SECOND: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20																				
ENEMY HP Until Dead/Fled: _____ Wounds Suffered _____ Weapon Damage: _____ Shots Remaining*: 6 5 4 3 2 1 <i>*Some foes may have more or less; adjust as necessary.</i>	YOU Starting HP : _____ Wounds Suffered: _____ Shots Remaining: 6 5 4 3 2 1 Items Found Here (cross off when used): _____ _____																			

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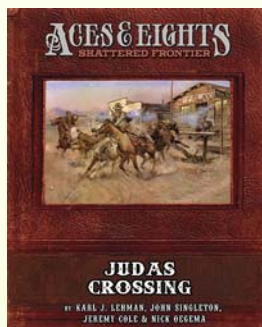
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use scrap paper or print out multiple copies of this sheet for use in tracking combats

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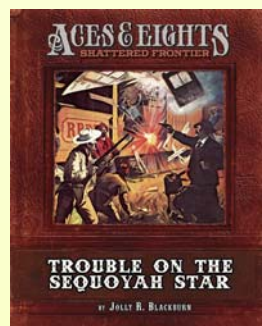
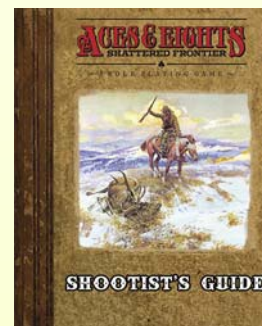
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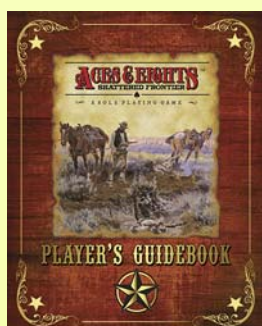
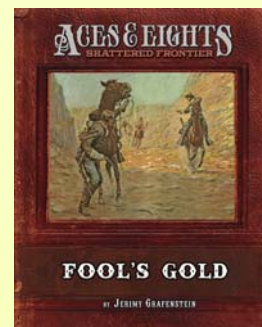
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