



COYOTE TRAIL

WILD WEST ROLEPLAYING



Wild West Action and Adventure

COYOTE TRAIL

DESIGNED BY
BRETT M. BERNSTEIN

WRITTEN BY
BRETT M. BERNSTEIN
PETER C. SPAHN

EDITED BY
MATT DRAKE
BRETT M. BERNSTEIN

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TABLE OF CONTENTS

Introduction	2
Journal One: The Rules of the West	3
Characters	4
Horses and Wagons	17
Basic Task Resolution	20
Advanced Task Resolution	23
Western Legends	33
Expanding the Game	43
Journal Two: Shady Gulch	53
Settlement	54
The Town	56
The People	61
Journal Three: Indian Trails	77
Natives Uprooted	78
Trails & Treaties	79
The Indian Wars	82
Great Plains Indians	89
Indian Vocations	105
Ceremonies and Medicines	106
Journal Four: The Stories	107
Bushwhacked!	108
A Day in the Gulch	115
Shades of Innocence	121
Confederate Gold	128
Reference	134
Blank Sheets	139
Templates	144

COYOTE TRAIL WILD WEST ROLEPLAYING

Welcome to **Coyote Trail**. This game can be played as a one-shot adventure, series of adventures, or as a foundation for your own campaign. And if you do not care for the included setting, replace it with that of your favorite movie, television program, comic, or novel. Regardless of your intentions, Coyote Trail is a toolkit for your own Wild West adventures—designed to be versatile, so that only your imagination can limit your enjoyment.

WHAT DO I NEED TO PLAY?

All you need is this book, two six-sided dice (available in many board games or local hobby shops), some paper, a pen or pencil, and two or more friends. And if you can't convince your friends to come over, you can always play via the internet using a messenger program, browser-based chat site, message board, or even email.

One player must be the gamemaster (also known as the director), who acts as referee and narrator. His job is to project the proper atmosphere, advance the plot, and assume the role of all characters in the game not controlled by the other players. Basically, he sets the stage for the players.

While roleplaying experience is only required for the gamemaster, it certainly does not hurt the game if other players are also familiar with it.

THE SETTING

The Wild West—an era of exploration, discovery, corruption, and brutal justice. The western frontier is littered with small mining towns, dusty wagon trails, and family homesteads. Prospectors, explorers, and businessmen all head west to find new opportunities to make money, the driving force behind just about everything that happens in the West. At the same time, outlaws head west to escape local authorities and gain a little more breathing room, while countless other greenhorns seek the action and adventure they hear so often described to them in western tales. And to make it even more diverse, the native population struggles to survive in a land taken from them.

THE PLAYERS

Players portray characters in the story. The exact nature of a character is up to the player and the person directing the game. While the character's role in the story is defined by the gamemaster, the character's background, beliefs, education, and goals are up to the player. Characters can have exciting lives like gamblers and lawmen, or just be quiet folk like businessmen and teachers thrust into unexpected danger. The entire story could even revolve around a band of average characters turned outlaws. The tools to play these stories are provided. All you have to do is lend your imagination.



THE TRAIL

Coyote Trail is a term used by cowboys to describe any route used by outlaws and other fugitives when attempting to flee the law and organized posses. This trail could lead to Mexico, Canada, or even California. Its destination is not important. The fact that it is a relatively easy trail to traverse is. Most of these trails are used so often by the very same riders, or outlaws as the case may be, that they are free of thick bush and other obstacles. But their locations are not shared with outsiders and so stories about them are considered legends. Knowing about a Coyote Trail can mean the difference between being hanged and robbing another train.

FUNDAMENTAL CONCEPTS

Player Character	any role which is portrayed by a player not acting as the gamemaster
Non-Player Character	any role acted out by the gamemaster as opposed to the other players
Ability	any one of five elements representing a character's potential and raw talent
Skill	any specific form of training or life experience that provides knowledge and proficiency to aid a career; whereas abilities determine a character's potential, skills determine what he knows or is trained to do
Task	any attempt to put an ability or skill to use in order to accomplish a specific goal
Difficulty	the difference between the skill total (ability+skill) and the dice roll required for a success, represented by the abbreviation DIFF (advanced rules only)



COYOTE TRAIL WILD WEST ROLEPLAYING

JOURNAL ONE

THE RULES OF THE WEST

Coyote Trail provides all the rules and information you need to get started, while keeping it simple and not overwhelming you with tons of needless words. But it does not end there. Once you get accustomed to the rules and your friends want more, expansion is simple—there is plenty of room for customization. You can add your own twists to the game by designing new vocations, backgrounds, skills, gimmicks, horses, wagons, and opponents. Plus, the rules are versatile enough for you to borrow elements from other games and adapt them as needed. And if you are looking for a different type of gaming experience, Coyote Trail is compatible with Active Exploits Diceless Roleplaying for a truly diceless style of play.



CHARACTERS

We start here, because characters are the driving force behind the game. While task resolution is also important, reading about it first would be pointless without understanding the components that make up a character—ability, skill, vocation, background, gimmicks, and health.

ABILITIES

Abilities describe the areas in which a character has talent. A rating of zero (0) reflects a disability—unless a player wishes his character to be disabled, one (1) is the minimum permitted rating. Five (5) is the maximum rating allowed for player characters.

WHAT THE NUMBERS MEAN: ABILITIES ★

0	disability
1	low average ability
2	average ability
3	high average ability
4	noteworthy ability
5	gifted ability

Fitness the character's strength, agility, and physical resistance

Awareness the character's sensory ability, power of observation, and intuition

Creativity the character's spiritual, personal, and artistic affinity

Reasoning the character's mental ability—logical deduction, memory, and mental resistance

Influence the character's social standing, charisma, and popularity

SKILLS

Skills describe a character's general knowledge, training, and fields of study. Each skill is associated with a single ability and rated from one (1) to eight (8). Any skill may be attempted unskilled except for those listed with this symbol: **X**—these represent advanced studies which are too complex for even guessing without formal training. A list of skills is presented later in this chapter.

WHAT THE NUMBERS MEAN: SKILLS ★

0	untrained
1	passing knowledge
2	undertrained
3	novice
4	solid training
5	proficient
6	seasoned
7	professional training
8	expert training

CHARACTER VOCATIONS

Vocations describe what a character has been trained to do in order to earn money, provide for his family, or simply survive. It does not mean that the character is stuck in this field, however. Each vocation has a number of skills associated with it. These are called vocational skills and reflect the training involved (more information on this is provided later in this chapter).



COWBOYS

The life of a cowboy is both grueling and tedious. Their general charge is to care for and protect a cattle baron's herd. Specific responsibilities include sorting and branding the cattle, guarding them from rustlers and wolves, and driving them to pasture or a delivery point when sold.

Since the law cannot reach every part of the wilderness, it is generally acceptable for cowboys to take matters into their own hands while on their ranch or driving the herd through the wilderness. No magistrate would ever allow a cowboy to commit illegal activities, but remember, evidence is hard to come by in the wild.

Cowboys commonly wear kerchiefs to protect their faces from dust and leather chaps to protect their legs from insects and brush. Lariats are also tied to their saddles in order to rope stray cattle.

Chances are, you will be able to find rough and tough cowboys hanging out in a saloon after a hard day's work. Many form brotherly social structures which can act as unions, but others are perverted into rogue gangs.

VOCATIONAL SKILLS

- firearms
- riding
- roping
- tracking
- western lore
- survival
- composure

REQUIRED GIMMICKS

- loyal



GAMBLERS

Gamblers make a living by winning at poker and other games of chance and cunning. A gambler without good intuition is a very poor one indeed. He is often the target of ruthless card sharks.

Many gamblers travel from town to town, seeking high stakes games and moving on when their skills are mistaken for cheating. Some are appalled at the thought of stooping to such conduct, while others can only play the game by evening the odds.

It is not unusual for card players to become cross when they lose land titles or large sums of cash. Murder often follows and is the most common demise of gamblers.

Gambling is frowned upon by the church and high society. Fortunately, the West is very open to not only gambling, but also drinking and prostitution.

It is rare to find an elderly gambler in the Old West as they eventually find a new line of work and indulge their vice as hobby only. Many settle down with families or invest their hard earned winnings in business deals and property.

VOCATIONAL SKILLS

- finesse
- gambling
- drinking
- western lore
- performance
- negotiation
- street cred

REQUIRED GIMMICKS

- gambling addict



COYOTE TRAIL WILD WEST ROLEPLAYING

HOMESTEADERS

Those that move to the Old West in order to raise families and live off the land are called homesteaders. They build their own homes and raise crops, cattle, and more often than not, children.

Homesteaders are very proud and desire a better way of life for their loved ones. They have strong ties with their neighbors and will band together for mutual protection. Homesteader families share chores on their farm or ranch and mainly travel to town in order to conduct business and purchase goods.

Men are expected to perform hunting, plowing, cattle herding, gathering firewood, building, and protecting duties. Women and children can be found cooking, milking cows, gathering and planting crops, and cleaning. These chores are not assigned from sexist attitudes, but out of necessity.

It is important for families to pull their weight, otherwise they may not survive the freezing winter months when food is scarce for both man and animal. If they have no food, they must eat their livestock. Once the livestock is gone, they have no food and no animals to sell for food. Neighbors are more than happy to help during the warmer months, but winter makes it necessary to worry about their own survival.

VOCATIONAL SKILLS

- athletics
- firearms
- riding
- tracking
- design
- carpentry
- general knowledge
- survival

REQUIRED GIMMICKS

- compassionate



BUSINESSMEN

To some, the feeling of wealth is their only comfort. Running a business is one method for obtaining wealth and can be pretty lucrative. There are many legitimate businessmen, but there are also an equal amount (if not more) of crooked ones.

The nature of a business can vary greatly; businessmen can earn their income from saloons, mines, or even cattle. It is common for businessmen to either own large estates or live in luxurious hotels. They are well respected by townsfolk and are sought after by people in need of jobs.

Most businessmen are cold and calculating; necessary traits when closing deals. Their public image is only important when it relates directly to profits, in which case they can turn on the charm and make any deal more enticing than being seduced by a prostitute.

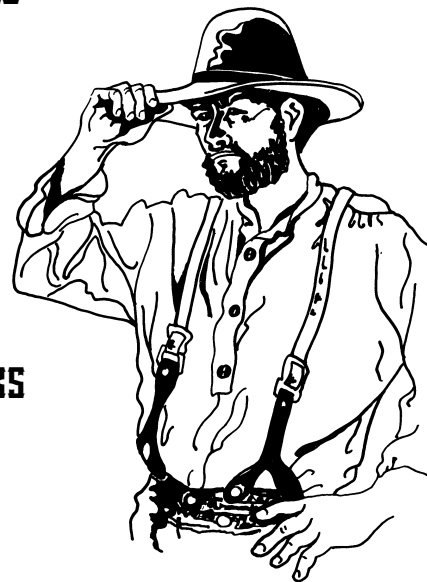
Enemies and rivals can be an occupational hazard. Deals gone sour and acts bordering on criminal can be good sources. The courts may be able to correct a businessman's wrongs, but slick behavior and out-of-court settlements can solve most disputes.

VOCATIONAL SKILLS

- literacy
- business
- commodities
- general knowledge
- commerce
- street cred

REQUIRED GIMMICKS

- greedy



LAWMEN

There comes a time in every honest man's life when he decides to act against the abundance of crime. Lawmen are the epitome of this condition. They defend the people in their town out of a sense of duty to them.

Most lawmen are experienced gunfighters and horsemen, giving them an advantage over criminals lacking those skills. They believe that the law is sacred and must be upheld at all costs, even at the expense of certain personal freedoms—most of them.

Corruption is not uncommon, but this sort of lawman will not last long in a close knit community without a gang of loyal conspirators. It is also common for lawmen to act outside of the law in order to bring a dangerous criminal to justice.

Towns elect or appoint one sheriff, who in turn, appoints deputies to assist him. Marshals are appointed by the courts (often in big cities) to transport prisoners, assist local law enforcement, and enforce state-wide laws where applicable.

Although sheriffs cannot create laws, they have the authority to submit local ordinances to the town council which can then be voted on, passed into law, and enforced by the sheriff. Unfortunately, public intimidation can affect a sheriff's actions. Lynch mobs will hang someone in the heat of the moment and no conclusive proof is required. Weaker sheriffs often cave when faced with a mob of angry people.

Marshals are part of a larger bureaucracy and have no direct relationship with legislators within their sphere of authority. Instead, marshals are issued commissions by judges and city officials to serve a particular duty.

VOCATIONAL SKILLS

brawling
firearms
riding
interrogation
investigation
tracking
western lore
intimidation
composure

REQUIRED GIMMICKS

lawful



BLACKSMITHS

The metal workers of the Old West, blacksmiths forge horseshoes and wagon parts, and are reputed to be able to fix just about anything. Some blacksmiths are also trained in crafts and commodities, offering their design services for hotels, jails, and even watches and jewelry. Many supply construction tools and other building supplies like nails, hinges, and bolts.

VOCATIONAL SKILLS

crafts
design
blacksmithing
commodities
locksmithing

REQUIRED GIMMICKS

dextrous

OUTLAWS

Murderers, robbers, and thieves; the West has an abundance of criminals. Outlaws are devoted to a life of crime and lack the values that society clings to most—honesty and morality. Outlaws can only remain in a town while no one suspects their true identity or if they are protected by a corrupt official.

VOCATIONAL SKILLS

brawling or knife fighting
firearms
finesse
riding
stealth
disguise
street cred

REQUIRED GIMMICKS

criminal
greedy or sadist



COYOTE TRAIL WILD WEST ROLEPLAYING

OTHER VOCATIONS

DOCTORS

Doctors strive to improve a patient's health. They typically run a general practice from their home and make house calls whenever medical emergencies arise. Although possible, it is exceptionally rare to have more than one doctor in a small town.

Vocational skills: investigation, literacy, academics, general knowledge, medicine

DRIFTERS

Drifters never seem to be able to settle in one place. They are also unlikely to share long-lasting relationships and make few friends. Drifters are essentially tourists, moving from one town to another and taking odd jobs to pay for expenses such as transportation and accommodations.

It is unlikely that a drifter will be present in more than one story, moving on when the adventure ends. Drifters are ideal for players who wish to join a story in progress.

Vocational skills: any but none may be raised above proficient (5) when creating characters



HUNTERS

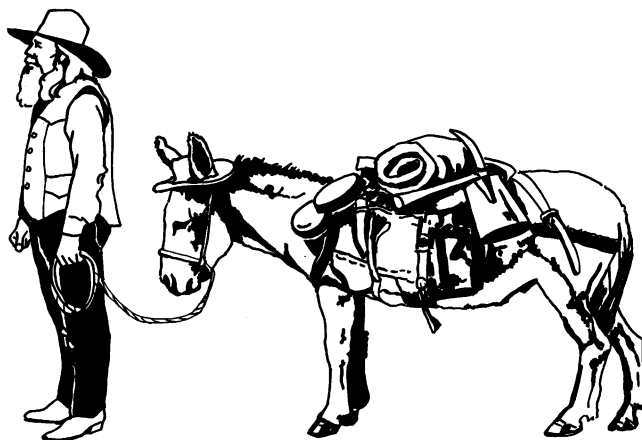
Someone has to find food for the working townsfolk, and hunters do just that. They spend all day in the wild, tracking down rabbits and other wild animals, which they then sell to the local butcher or market. They may even catch fish in the local waters.

Vocational skills: firearms, stealth, tracking, survival, commerce, composure

PERFORMERS

Someone has to entertain and who better than performers. They are made up of actors, acrobats, musicians, and singers. Performers can either be part of a troupe or work independently. Some go on to work larger crowds in the bigger cities.

Vocational skills: athletics, disguise, literacy, music, general knowledge, performance



PROSPECTORS

A vast number of towns (if not the majority) crop up virtually overnight thanks to newly-discovered gold and silver mines in the West. It is the prospector who takes all the risk, searching for these mines and finally staking a claim. But not all do this on their own. Some are employed by businessmen seeking to make themselves rich, and only paying their hired prospectors a small finder's fee. To many it is enough. For prospecting on your own can be dangerous work—there is always the threat of wild animals, dangerous terrain, and the ever-present claim jumper.

Vocational skills: athletics, firearms, commodities, survival, western lore

TEACHERS

Teachers love to educate the young. It is a good feeling to shape the minds of the future. Teachers may work for the Church or the town directly. On occasion, teachers take it upon themselves to set up a school and charge families a modest fee for their services.

Classes do not exist as separate grades. Students are mostly lumped together in one class, forced to listen to what they have already learned from previous years.

Vocational skills: literacy, academics, general knowledge, sciences, performance

WRITERS

Writers are very good at expressing opinions and imagery through the written word. The most common type of writer in the Old West is the journalist. He probably works for the local paper or maybe even one from a larger city. Authors write a variety of books including biographies, autobiographies, history, and fiction.

Vocational skills: design, literacy, academics, general knowledge, legends



BACKGROUNDS

Backgrounds reflect a character's upbringing and station in life. Like vocations, some backgrounds are associated with select skills, and may provide bonuses and/or penalties when the skills are used.

CLERGY

The character comes from a family devoted to the Church. As such, he is expected to be morally upright and well mannered. All influence-based tasks involving other members of his faith receive a bonus of -1DIFF, but if the character has been seen committing criminal or blasphemous acts, he loses that bonus and instead receives a penalty of +2DIFF on those very same tasks. The character possesses the pious gimmick and may choose one other virtuous gimmick for free.

FOREIGNER

The character immigrated to America from a distant country. He is largely unfamiliar with both the ways of the West and American culture in general. This does not mean that he cannot survive in the wilds, however, as the character may very well be used to similar conditions. All western lore and street cred tasks receive +1DIFF, but the character may choose any one inherent gimmick for free.

IMMIGRANT

The character's parents immigrated to America before he was born. While he is an America citizen, his culture's appearance, dress, beliefs, customs are still a part of him, and drastically different from the norm, causing unease and even fear. The Chinese, for example, were widespread in the West, but even those born in America suffered from discrimination. The character possesses the discrimination gimmick.

NATIVE

The character's family is native to the lands in the West, though that did not stop the government from running them off of their land. Those who refused to leave were decimated by the cavalry. Because of this, the character is uneasy around the white man; he is suspicious and in a reciprocating irony, feared by the average citizen. The character possesses the discrimination and superstitious gimmicks, and may not possess any gimmicks accompanied by the ☸ symbol. At the gamemaster's discretion, natives may also possess the multilingual (English, Indian dialect) gimmick.

ORPHAN

The character has no memory of his parents and was raised among strangers. It is a tough life if no one is willing to

accept an orphan as their own family, and that is just what happened to the character. Chucked into the streets at the first sign of adulthood, he learned how to survive in the town and cities by begging and eventually picking up a few skills by someone compassionate enough to take an apprentice under his wing. As a result, all street cred tasks receive -1DIFF, but all reasoning-based tasks receive +1DIFF.

WOODSMAN

The character was raised in the wilds and knows how to survive any hardship. As a result, he possesses the hardened and internal compass gimmicks, and all athletics, survival, and tracking tasks receive -1DIFF.

SLAVE

This background is only available if your game takes place before the civil war. Born a slave, the character is on the run from his master. Because of his position, the character possesses few social skills and little education. As a result, he receives +2DIFF on all influence and reasoning-based tasks, with the exception of general knowledge and legends. The character may choose one free inherent gimmick.

SOCIALITE

The character was brought up in in a lifestyle of opulence and social grace. He is either independently wealthy, or relies on and has access to his family's assets. The character possesses the famous and wealth gimmicks, and must choose one corruptive gimmick.

CHARACTER GIMMICKS

Gimmicks are special traits that add flavor to characters. Unlike abilities and skills, they do not use a rating system—their effects are either automatic or modify tasks in certain situations. A list of gimmicks can be found at the end of this chapter.

VIRTUOUS AND CORRUPTIVE GIMMICKS

These gimmicks work a little differently from other gimmicks. They represent characters' reactions to specific situations, and often require a task in order to determine the outcome. Virtuous gimmicks describe the good aspects of a character's personality and beliefs, while corruptive ones are just opposite and depict his baser qualities.

When a character is placed in a position where a specific virtuous or corruptive gimmick would be apparent (such as an alcoholic faced with a drink), a task is required in order for him to maintain his composure and resist the effects of the gimmick. More information on this is presented in *Advanced Task Resolution* under Composure Rolls.



CHARACTER HEALTH

Health is used to measure a character's current physical condition. There are three types of health: fatigue, injury, and intoxication. Each has five grades of severity—as a character's health is worsened, he receives an increase in difficulty on certain tasks when using the advanced task resolution rules. Intoxication is optional and may be ignored if it will not be an important factor in your game.

INTOXICATION, FATIGUE, AND INJURY ★

GRADE	INTOXICATION	FATIGUE	INJURY
1	dizzied	dazed	bruised
2	numbed	stressed	sprained
3	fuddled	strained	wounded
4	inebriated	exhausted	maimed
5	unconscious	unconscious	incapacitated

INTOXICATION

Injury represents the amount of alcohol and opium currently in the character's system. When a character has sustained five grades of intoxication, he falls unconscious. Intoxication may be decreased at a rate equal to one (1) per hour in which the character is at rest. Intoxication is represented by the abbreviation INT.

FATIGUE

Fatigue represents excessive effort which wears down a character, causing him to tire. Fatigue can also result from blunt trauma and physical strain. When a character has sustained five grades of fatigue, he falls unconscious. If he receives additional levels of fatigue, it is applied as injury. Fatigue may be decreased at a rate equal to the character's fitness rating per day. The medicine skill can increase the rate at which fatigue is restored by one grade. Fatigue is represented by the abbreviation FAT.

INJURY

Injury represents lacerations, breaks, internal damage, and burns. When a character has sustained five grades of injury, he falls unconscious and is totally incapacitated. If the character receives additional levels of injury, he dies. Injury may be decreased at a rate equal to the character's fitness rating per week. The medicine skill can increase the rate at which injury is restored by one grade. Injury is represented by the abbreviation INJ.

CREATING CHARACTERS

The steps required for creating your own characters are quite simple. If you wish to forego this process, the sample characters provided in the back of this book may be used instead.

Step 1

Choose character background and vocation. Backgrounds are optional—every character need not possess a background.

Step 2

Allocation Method: Divide ten (10) points among abilities.

Random Method: Roll one die for each ability, re-rolling sixes.

Optional: Allocate an extra one to four points for more heroic games.

Step 3

Divide thirty (30) points among skills. Non-vocational skills require double the amount to be allocated to them.

Optional: Allocate an extra five to ten points for more heroic games.

Step 4

Write down all gimmicks required by the chosen vocation on your character sheet. Optional gimmicks may be chosen by any character, but each one reduces an ability by one (1) point or a skill by three (3). Detrimental and corruptive gimmicks provide one (1) extra point for abilities or three (3) extra points for skills. A required virtuous gimmick may be dropped if a corruptive one is chosen in its place.

Optional: The gamemaster may assign cultural gimmicks based on the character's background and/or his vision of the story.

Step 5

The gamemaster should either prepare a list of gear to be purchased by players or allow you to decide whatever gear is appropriate to the character's background or training.



COYOTE TRAIL WILD WEST ROLEPLAYING

SKILLS

FITNESS-BASED

Archery	use and construction of bows and crossbows
Athletics	climbing, swimming, throwing, and gymnastics; this also covers the use of common tools that can be used as weapons—axes, hammers, etc.
Boating	construction and use of wooden sea craft, such as rafts and sailboats
Brawling	punching, kicking, grappling, and parrying
Finesse	sleight of hand tricks, pilfering, lockpicking, and safecracking
Firearms	use and general maintenance of pistols, rifles, and shotguns
Knife Fighting	use of small bladed weapons, typically knives
Riding	controlling and steering horses and horse-drawn wagons and carriages
Roping	the use of a lariat (lasso) to ensnare wild animals or even other characters; this also covers the use of whips
Stealth	moving around quietly and without evidence
Sword Fighting	use of large bladed weapons, typically swords—this is a rare skill typically only possessed by military officers

AWARENESS-BASED

Drinking	recognizing one's limits and restricting his alcohol intake based on his level of intoxication and amount of time between drinks
Gambling	playing games of chance by way of deducing odds and bluffing
Interrogation	acquiring information through subterfuge, intimidation, and even torture if necessary

Investigation

acquiring information through examination, observation, and research

Tracking

following trails, tracks, and other signs of disturbance to locate creatures or people in the wild

CREATIVITY-BASED

Crafts

designing and fabricating pottery and crude metallic alloys

Design

painting, drawing, sculpting, metal-working, graphic design, and photography

Disguise

altering one's appearance by cosmetics and clothing

Forgery

duplicating another person's works (legal documents, paintings, etc.)—useless if the character does not possess another skill on which the work relies (crafts, design, or music)

Literacy

reading, understanding, and writing prose and poetry

Music

designing and playing musical scores

REASONING-BASED

Academics X

knowledge of law, politics, and history

Animal Handling X

the practice of corralling, breeding, and maintaining stocks of animals

Blacksmithing

the art of forging iron into horseshoes, tools, wagon components, and other useful objects

Business

the knowledge of accounting, investing, inventory management, and value assessment

Commodities

appraising the value of antiques, gems, jewelry, and other items of trade

Carpentry

the designing and building of wooden structures, such as houses, fences, and wagons

Demolitions

use of explosive materials, such as dynamite

General Knowledge

knowledge of limited historical, geographical, political, social, and trivial information



COYOTE TRAIL WILD WEST ROLEPLAYING

Medicine X	knowledge of healing and treatment
Legends	study of the practices and origins of ancient and modern mystical beliefs
Locksmithing	the art of designing, creating, and repairing locking mechanisms; this involves forged components, but these are almost always created by a blacksmith
Sciences X	knowledge of physics, advanced mathematics, and chemistry
Streetwise	foraging for food and shelter, and otherwise surviving in urban areas
Survival	foraging for food and shelter, and otherwise surviving in the wilderness
Western Lore	knowledge of limited historical, geographical, political, social, and trivial information as relating to the Wild West

INFLUENCE-BASED

Ceremony	performing native dances and other native religious ceremonies that are used to contact the spirits
Commerce	knowing how to buy and sell goods through proper marketing and appraisal techniques
Intimidation	using coercion to get others to back down from situations or to instill fear in others so that they do as one wishes
Negotiation	bartering and persuading others to one's advantage
Performance	orating, singing, and acting
Seduction	tempting others by way of sexual attraction to one's advantage
Street Cred	using contacts to discover information, locate people, and procure goods

OTHER SKILLS

Composure	remaining calm in the face of danger or temptation
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ALTERNATE USE OF SKILLS

Some skills may have overlapping coverage. For example, it may be possible to be stealthy in the wilderness using the survival skill or in a town with the streetwise skill, where the stealth skill is normally used. In situations such as these, the gamemaster is free to allow the use of a different skill rather than the normal one described for a specific task.

While most uses of skills only require their associated ability, it is also possible for skills to be used in conjunction with other abilities. For example, firing a six-shooter relies on the fitness ability, but actually repairing one requires some analytical prowess, and would therefore be used with the reasoning ability. The gamemaster is free to alter the ability used with a task in this manner. A few example combinations are provided below.

ABILITY + SKILL COMBINATIONS

design + archery	constructing a bow
reasoning + firearms	repairing or unjamming a gun
awareness + riding	predicting a horse's reaction
influence + gambling	bluffing an opponent
reasoning + literacy	analyzing a document's origin
creativity + blacksmithing	creating decorative items
awareness + commerce	appraising an item's value
creativity + negotiation	improvising at terms
fitness + performance	dancing
awareness + street cred	observing a contact's mood
any + composure	see page 24



GIMMICKS

CULTURAL GIMMICKS

Criminal

the character has been in prison and is known to the law—while he may be straight now, the character is always under suspicion and may not be granted access to some areas by local, territorial, or federal officials; fortunately, he can still make use of old, underground and black market contacts

the character is well known in the seedier parts of town and many people in the underworld are willing to assist him—roll one die to determine how many underworld contacts are present in any given local neighborhood; -1DIFF on all influence-based tasks involving members of the underworld

Famous

the character is well known to folks by way of reputation; a roll of one die indicates the number of people in his local area who recognize him on-site—he receives -2DIFF on all influence-based tasks involving these people

Federal Authority 🐾

the character is a member of the United States government (commissioned agency, law enforcement, or even just a clerk) and can gain special access to sensitive areas or information related to federal matters; he may also be assisted by local officials if they feel the character is credible

Infamous

the character is well known to folks by way of a bad reputation which may or may not be true; a roll of two dice indicates the number of people in his local area who recognize him on-site—he receives -2DIFF on all intimidation tasks involving these people

Military Rank 🐾

the character is in the military and holds an officer's rank, thereby gaining the trust and loyalty of most of the men under him

Multilingual

the character grew up in a multilingual home and may speak an additional language

Territorial Authority 🐾

the character is a member of the local territorial government and can gain special access to territorial information, such as troop movements and legislation; he may also be assisted by federal officials if they feel the character is credible

Town Authority 🐾

the character is a member of a town's government (council-member, law enforcement, or even just a clerk) and can gain special access to local private information; he may also be assisted by territorial officials if they feel the character is credible

Tribal Authority

the native character is a chieftain or member of a warrior society, and may speak in councils, organize raids, help police the camp, and ensure that the unfortunate receive basic necessities such as food and shelter

Tribal Distinction

the native character is well-known to his tribe due to a good reputation; a roll of one die indicates the number of people in his extended tribe who recognize him on-sight—he receives -2DIFF on all influence-based tasks involving these people and members of his immediate band

Tribal Outcast

the native character is well-known to his tribe due to a bad reputation which may or may not be true; a roll of two dice indicates the number of people in his extended tribe who recognize him on-sight—he receives -2DIFF on all intimidation tasks and +2DIFF on all negotiation tasks involving these people and members of his immediate band

Wealth 🐾

the character comes from an opulent family or has been extremely lucky in gambling or business—he can usually scrape together enough cash to purchase supplies, wagons, and even land.



COYOTE TRAIL WILD WEST ROLEPLAYING

INHERENT GIMMICKS

Acute Hearing	the character's sense of hearing is better than normal—all awareness-based tasks in which hearing is a factor receive -2DIFF
Acute Smell	the character's sense of smell is better than normal—all awareness-based tasks in which smell is a factor receive -2DIFF
Acute Vision	the character's sense of vision is better than normal—all awareness-based tasks in which eyesight is a factor receive -2DIFF
Alluring	the character's personality is one of style, eloquence, and sex appeal; he receives a bonus of -2DIFF on all influence-based tasks involving members of the opposite sex (or those who would be attracted to the character)
Constitution	the character's immune system is extremely powerful, making all infections, toxins, and drugs ineffective against him
Dextrous	the character is unusually nimble with his hands, able to manipulate small objects and better direct their positioning and movement—his fitness rating is two greater for all tasks involving manual coordination
Hardened	the character is tough, and does not receive penalties due to fatigue
Internal Compass	the character can never become lost in the wilderness or a city, and can extrapolate his general location from signs in nature
Jack of all Trades	the character is a jack of all trades, but master of none—he may attempt any skill without training, but no skill may be raised above a rating of five (5)
Musclebound	the character is unusually strong for his size—his fitness rating is two greater for all strength-related tasks (this also includes damage rolls)
Natural Rider	the character has a natural talent for working with horses—he receives no penalties for riding bareback and his fitness rating is one greater for

all riding-related tasks. The horse of a natural rider always possesses at least one gimmick (chosen by the character)

Peripheral Vision

the character is unusually perceptive when it comes to noticing moving objects and details on either side of him rather than immediately in front of him—his awareness rating is two greater for all tasks when the focus of his observation/instincts is outside of his normal field of vision, but not directly behind him

Quick

the character is unusually fast and receives a bonus of two on all reaction rolls

Spiritual Guidance

the character has a special understanding of the spirits—his influence rating is two greater for all ceremony-related tasks; if the character is recognized as a medicine man, he is responsible for the spiritual welfare of his tribe and is expected to lead or take part in most ceremonies

Sure-Footed

the character is unusually graceful for his size—his fitness rating is two greater for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)

Woodcraft

the character is adept at moving around in the wild—when in a wilderness setting, his fitness rating is two greater for all tracking and stealth tasks; this bonus is not applied when the character is in a town, camp, or village



COYOTE TRAIL WILD WEST ROLEPLAYING

VIRTUOUS GIMMICKS

Charitable	the character enjoys giving handouts to charities and vagrants; it may be due to his generosity or perhaps it is because of a deeper issue—improving his image, for example
Compassionate	the character is extremely caring and will help anyone in need through direct involvement; he is not naive, however, and can recognize the difference between someone being needy and being lazy
Gentlemanly	the character believes in the code of the gentleman; he would never mistreat a woman or child, and deals with others in a fair and honest manner
Lawful	the character has sworn an oath to uphold the law; he detests all forms of injustice and shivers at the thought of committing any criminal act—the character would also turn a friend who has broken the law over to the authorities, although the loyal virtue (if possessed by the character) would cloud the issue
Loyal	once the character has formed a bond with someone, he will remain loyal for life—turning a friend over to the law or betraying his trust is unconscionable unless thoroughly convinced that it is in his friend's best interest
Pious	the character's faith is unshakable—he is empowered by his beliefs and finds it difficult to break his faith's code or commandments, which should be outlined before play
Prudent	the character is wise and understands that rushing in to a bad situation is not always the best approach—it is not in his nature to act on impulse
Tolerant	revenge is not in the character's vocabulary—he would sooner forgive a wrong than avenge it, and lacks prejudice against any man, whether Indian, foreigner, or murderer

DETRIMENTAL GIMMICKS

Clumsy	the character is unusually clumsy for his size—his fitness rating is two less for all agility-related tasks (this does not apply to tasks involving hand-eye coordination, rather physical grace and balance)
Discrimination	the character faces considerable discrimination and prejudice as a result of his cultural differences; all influence-based tasks against these people are considered impossible a roll of two dice in any given city indicates the number of bigoted people present in any public scene (roll for each scene)
Enemies	someone does not like the character and either enjoys or is duty-bound to thwart his efforts; this enemy may even go so far as to actively hunt the character or put a price on his head
Poor Hearing	the character's sense of hearing is below normal—all awareness-based tasks in which hearing is a factor receive +2DIFF
Poor Vision	the character's sense of vision is below normal—all awareness-based tasks in which sight is a factor receive +2DIFF (i.e. aiming and searching)
Reduced Stamina	the character receives 2FAT after two hours of continuous physical exertion in addition to +1DIFF on all fitness-based tasks until he can rest
Tenderfoot	the character is unfamiliar with the ways of the West and receives a penalty of -2DIFF on all streetwise, western lore, and street cred tasks (this can be ignored if the character returns to his native land/city)
Ugly	the character's face is considerably less than attractive; he receives a penalty of +2DIFF on all influence-based tasks
Weak	the character is unusually weak for his size—his fitness rating is two less for all strength-related tasks (this also includes damage rolls)



COYOTE TRAIL WILD WEST ROLEPLAYING

CORRUPTIVE GIMMICKS

Alcoholic

the character is an alcoholic—he is tempted to consume the devil's drink whenever it is present or he is stressed (opposing a virtuous gimmick, for example)

Cowardly

the character possess phobias and very little courage—all composure tasks attempted when facing dangerous situations receive +2DIFF

Gambling Addict

the character cannot resist the temptation to bet; it could be a game of cards or dice, or even trivia—it doesn't matter because the urge to gamble is always there and can manifest differently depending on the situation

Greedy

no amount of money is enough; the character will stop at nothing to gain more, employing scams, selling phony tonics, or even stealing in order to appease his greed

Intolerant

the character has an extreme hatred towards an individual, group, event, or topic—whenever the subject of his hatred is present or surfaces in conversation, the character becomes irate and may resort to violence; the character refuses to involve himself with all deals involving the subject of this hatred unless the outcome can potentially eliminate it

Lecherous

the power of attraction is very strong and causes the character to seek out beautiful members of the opposite sex, attempting to befriend and seduce them

Opium Addict

the character is addicted to either liquid opium (laudanum) or the inhaled/smoked variety and is tempted whenever it is present or he is stressed—because laudanum was used to relieve pains such as headaches, it is also likely for addicts to be tempted whenever they are in pain

Overzealous

there is nothing wrong with going to church or saying a prayer, but the character with this vice feels the need every time he sins or is under stress; he also attempts to convert non-believers

Proud

the character enjoys excessive self-respect, esteem, and dignity—he would never think to debase himself or perform acts that he feels are beneath him even if it means saving his life or that of one of his friends or family

Sadist

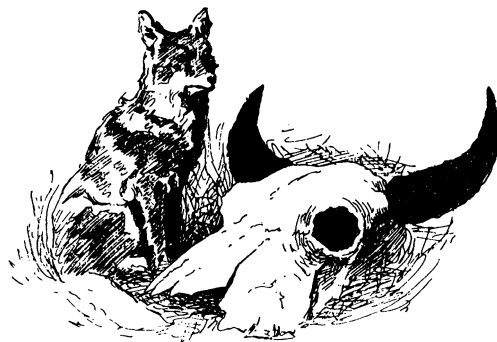
the character is evil at heart and takes great pleasure from inflicting pain on others—he is likely to mistreat animals and children, and is compelled to act this way when in a position to do so

Superstitious

some people get caught up in wives' tales and legends; superstitious characters must perform obscure rituals in specific situations (throwing salt over the shoulder, for example) and do not permit themselves to partake of certain activities (walking under a ladder, for example); the gamemaster can either create the basis of the superstition before play or the player can make it up as he goes along and be held to it for future events

Thrill-Seeker

the character is a thrill seeker and always looking for some new adventure to join; he is not the sort of person to stay at home or perform a tedious job, and will most likely join posses, expeditions, or even commit robberies in order to calm his desire for excitement





HORSES & WAGONS

Apart from trains, horses and wagons are the only method of travel throughout the West, though mules and other beasts of burden are also utilized at times. Because these animals are extremely slow, however, they are typically reserved for carrying equipment. Both horses and wagons can vary in ability. The former have abilities and health similar to characters, while the latter use a different set of abilities.

HORSES

Horses (and other animals) play an important part in Coyote Trail as they are the primary means of transportation. These animals can be trained to be ridden or pull wagons.

ABILITIES

Like characters, horses can be described using abilities. Since horses do not possess the intelligence of man, however, the only abilities utilized for horses are fitness and awareness. Horses typically have fixed ratings for these abilities, though it is possible for them to vary by one point depending on the breed of horse and age.

HEALTH

Health is also used with horses to measure their current physical conditions. There are two types of health for horses: fatigue and injury. As with character health, each has five grades of severity—as a horse's health is worsened, it receives an increase in difficulty on certain tasks when using the advanced task resolution rules.

FATIGUE AND INJURY



GRADE	FATIGUE	INJURY
1	dazed	bruised
2	stressed	sprained
3	strained	wounded
4	exhausted	maimed
5	unconscious	incapacitated



Fatigue

Fatigue for horses is no different than it is for people, except that it may be decreased at a rate equal to the horse's fitness rating per day. In addition, the animal handling skill can increase the rate at which fatigue is restored by one grade.

Injury

Injury for horses works just like injury for characters, except that the animal handling skill can increase the rate at which injury is restored by one grade.

GIMMICKS

Horses may possess specialized gimmicks just like characters, though the variety is limited.

Bonded

the character has formed a bond with his horse through years of mutual loyalty—the horse can predict the character's next move, providing a bonus of -1DIFF on its next reaction roll

Danger Sense

the horse is very aware of its surroundings and always warns its rider of dangers ahead

Horse Sense

the horse is relatively intelligent and possess a reasoning rating of 1

Lightning Fast

the horse is faster than typical for its fitness rating, and receives a bonus of -2DIFF on all speed-related tasks, and +2DIFF on all tasks made to attack the horse with ranged weapons when it is running



COYOTE TRAIL WILD WEST ROLEPLAYING

Noble Steed	the rider of the horse receives a bonus of -1DIFF on all influence tasks made while mounted
Ornery	the horse is finicky and will only permit its owner to saddle and ride; any other character attempting to either put a saddle on the horse or ride it will be attacked by the horse (kicking, thrashing, etc.)
Slacker	the horse is weaker than typical for its fitness rating, and receives a penalty of +2DIFF on all muscle-related tasks
Slow as Molasses	the horse is slower than typical for its fitness rating, and receives a penalty of +2DIFF on all speed-related tasks
Stubborn	the horse is obstinate—a successful animal handling task is required to get it to do anything
Toughness	the horse is unusually tough and can take more physical harm than normal—the horse gains two (2) permanent points of armor
Unbalanced	the horse has a faulty sense of balance and receives a penalty of +2DIFF on all agility-related tasks
Unbroken	the horse is not domesticated—a successful animal handling task is required to stay on the horse; several successful tasks will remove this gimmick
Wary	the horse is easily frightened by other animals, such as rattlers, buffalo, and wolves—a character riding or corralling the horse must make a successful animal handling task to keep it under control
Wild	while the horse is fully capable of surviving in the wild, it is not very useful as a draught animal
Workhorse	the horse is stronger than typical for its fitness rating, and receives a bonus of -2DIFF on all muscle-related tasks

WAGONS

Wagon is a generic term used to classify any vehicle intended to transport people and cargo by way of one or more horses pulling it. Some wagons are very basic in design, built from whatever wood can be found and as simple as possible, while others are extremely lavish, with padded interiors, smooth finishes, and in rare cases, even gold trims.

ABILITIES

Wagons use entirely different abilities from characters and horses, although they utilize the same scale. The abilities are cover and frame.

Cover	the amount of protection offered to characters within the frame of the wagon
Frame	the wagon's structural integrity and size, and the effect it has on being steered and pulled

WHAT THE NUMBERS MEAN: WAGON ABILITIES ★

RATING	COVER	FRAME
0	none	feeble frame
1	negligible protection	small and weak frame
2	limited protection	average frame
3	moderate protection	large frame
4	considerable protection	large and reinforced frame
5	excellent protection	huge frame

INTEGRITY

Wagons possess health levels just like characters and horses, though they are called integrity levels. There are two types of wagon integrity: structural damage and encumbrance. Like character or horse health, both have five grades of severity and cause an increase in difficulty on all related tasks when using the advanced tasks resolution rules.

STRUCTURAL DAMAGE AND ENCUMBRANCE ★

GRADE	STRUCTURAL DAMAGE	ENCUMBRANCE
1	dented	loaded
2	impaired	laden
3	breached	weighted
4	compromised	burdened
5	wrecked	immovable



COYOTE TRAIL WILD WEST ROLEPLAYING

Structural Damage

Structural Damage represents damage sustained by the wagon. When it receives five grades of damage, the wagon may not be moved on its wheels. The only way to remove a wagon's structural damage is to have it repaired, but only if it has not passed beyond the compromised level of damage. Repair requires the carpentry and/or blacksmithing skills. Structural damage is represented by the abbreviation STR.

Encumbrance

Encumbrance represents how full the wagon is with passengers and cargo. Increase the wagon's encumbrance by one grade for every three adult passengers (not including the driver) and each trunk loaded on it. When it reaches five grades of encumbrance, the wagon is too heavy to be moved. There are two ways to remove a wagon's encumbrance—remove passengers and/or cargo or use more horses to pull it. For every set of two horses assigned to pull a wagon, the number of passengers and cargo that cause encumbrance is increased, thereby reducing penalties on speed (see table below). Encumbrance is represented by the abbreviation ENC.

HORSES LEADING A WAGON

SETS OF HORSES	# OF PASSENGERS INCREASING ENCUMBRANCE	AMOUNT OF CARGO INCREASING ENCUMBRANCE
1	4 passengers	1 trunk
2	5 passengers	2 trunks
3	6 passengers	3 trunks

AN EXAMPLE

A wagon being pulled by six horses (3 sets) can haul 5 passengers and 2 trunks before encumbrance starts to affect the wagon's speed. If the wagon was loaded down with 3 trunks, however, it receives one grade of encumbrance. Likewise, 6 passengers would increase encumbrance by one grade, while 6 trunks would increase encumbrance by two grades.

GIMMICKS

Wagons may possess specialized gimmicks just like characters. They are mostly used to provide optional design and construction enhancements.

Efficient Build

the wagon is both constructed from excellent materials and well-designed, providing better handling—all steering-related tasks receive a bonus of -2DIFF

Extended Cargo Capacity

the wagon has a large area devoted to carrying cargo, allowing more bulky items and equipment to fit on the wagon

Hidden Compartments

special compartments are hidden in the side and/or bottom panels of the wagon; they (and their contents) are the result of expert craftsmen, and almost impossible to detect without a thorough search.

Luxury Seating

the interior passenger space of the wagon is lavish, with padded seats, space for canteens, whisky bottles, gun racks, and shutters or shades on the side panels

Outer Cover

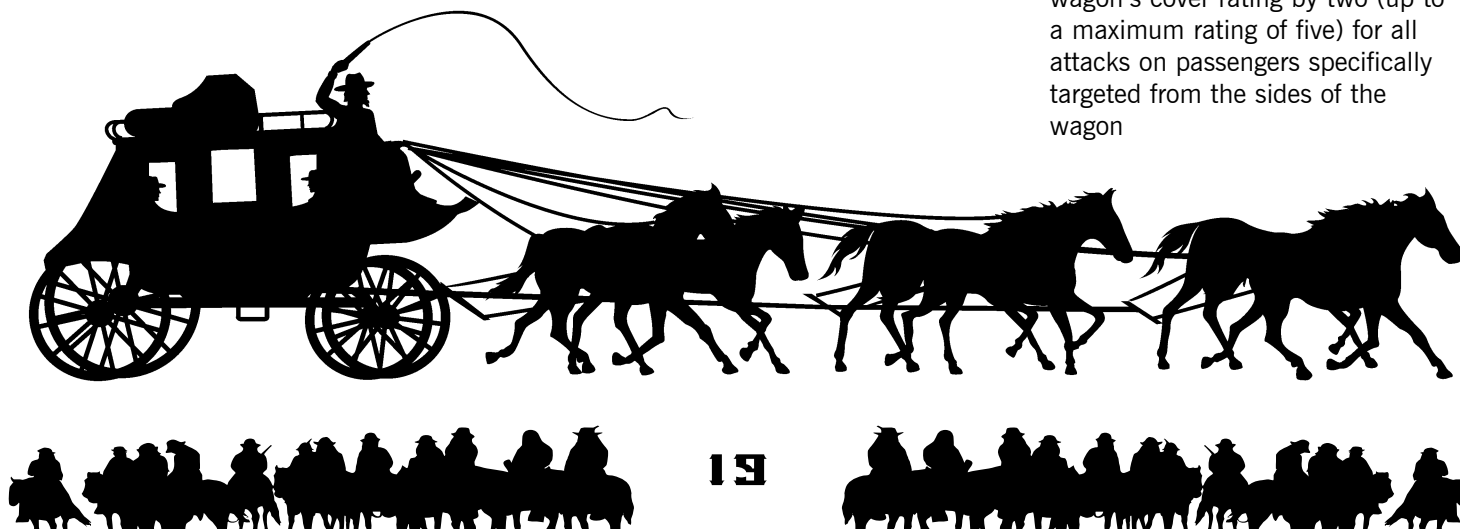
the wagon has special framework designed to protect those sitting on the outside and driving—one half of the wagon's cover rating (minimum of one) protects the driver

Reinforced Frame

the wagon's frame is made from very durable wood and cannot be damaged by bladed weapons or blunt force—the wagon's frame rating is considered five (5) for all brawling, knife, and sword attacks

Reinforced Panels

the wagon's side panels (or doors) are reinforced and increase the wagon's cover rating by two (up to a maximum rating of five) for all attacks on passengers specifically targeted from the sides of the wagon



BASIC TASK RESOLUTION

This is the quick and dirty method of determining when a character succeeds or fails at a task. Extra dice are used to simulate complications and simplifications to actions, and if the details surrounding the circumstances or outcome of a task are desired, the gamemaster will need to use his best judgement.

Tasks represent actions taken by characters using their skills and/or raw ability. In order to determine if a task succeeds, first determine the skill total, which is equal to the sum of the relevant ability and skill rating. Then roll two six-sided dice and calculate their sum. This gives us a dice total. A character accomplishes a basic task when his dice total is less than or equal to his skill total. Also, snake eyes (double ones) is an automatic success and boxcars (double sixes) is an automatic failure.

AN EXAMPLE

Jim is attempting to rope a calf using his roping skill. His fitness ability is 4 and his skill level is 6—this makes a skill total of 10. He rolls two dice which result in a 5 and 4, for a total of 9. Since this total is less than the skill total of 10, the task is successful and Jim is able to catch his calf.

When two or more characters are directly competing against each other, the winner is the one whose skill total less the dice total (this is called the margin: skill total - dice total) is greatest.

In order to simulate varying degrees of difficulty, a number of bonus or penalty dice may also be assigned by the gamemaster. Compute the sum of the two lowest dice when using bonus dice and the sum of the two highest dice when using penalty dice. Bonus dice and penalty dice cancel each other out, so if a gamemaster assigns two bonus dice (perhaps time spent aiming a gun) and one penalty die (the target is

walking), the character would roll one extra die (the bonus die) and use the sum of the two lowest dice. Some sample uses for bonus/penalty dice are listed below. If you see references to changes in difficulty (for the advanced rules), they may be applied as bonus or penalty dice as well—every two increases in difficulty (+2DIFF) may be converted to a penalty die and every two decreases in difficulty (-2DIFF) to a bonus die.

SAMPLE USES OF BONUS AND PENALTY DICE

knocked down	1 penalty die
heavily fatigued/injured/intoxicated	1 or 2 penalty dice
high ground/tactical advantage	1 bonus die
task outside of typical skill use	1 penalty die

AN EXAMPLE

Revisiting the example above, the gamemaster decides to add 1 penalty die to the roll, because the calf is unusually nimble. This time around, Jim rolls 3 dice (the 2 normal ones plus 1 penalty die) which result in a 2, 2, and 6. Since we are dealing with a penalty die, the sum is computed by adding up the 2 highest dice— $2 + 6 = 8$. Once again, 8 is less than his skill total of 10, so the task is successful.



BASIC FIGHTING

When in combat, characters perform actions in blocks of time called turns—an abstract measurement of time roughly one to five seconds. One action may be performed per turn.

To determine the order in which characters act, each player rolls one die and adds his fitness and awareness ratings to it (this is called a reaction roll). The characters may then act in the order of highest result to lowest. If there are ties, compare fitness ratings—highest acts first. If there is still a tie, both characters may act simultaneously. All attack and defense rolls are made using the fitness ability and a fitness-based skill as listed below.

FIGHTING TASKS

knife attacks	fitness + knife fighting
knives, small bladed weapons	
sword attacks	fitness + sword fighting
swords, large bladed weapons	
brawling attacks	fitness + brawling
punching, kicking, and grappling	
firearms attacks	fitness + firearms
pistols, rifles, and shotguns	
archery attacks	fitness + archery
bows and arrows	
roping attacks	fitness + roping
lassos (snaring) and whips	
other armed attacks	fitness + athletics
axes, hammers, thrown items, etc.	
trampling attacks	fitness + riding
attacking with horses	
armed defense	fitness + brawling
block or parry attacks with blunt objects, such as canes	
brawling defense	fitness + brawling
block or parry punches and kicks	
sword defense	fitness + sword fighting
block or parry sword attacks	
other armed defense	fitness + athletics
block or parry with axes, picks, hammers, etc.	
dodging and evasion	fitness + athletics
evade and dodge attacks	
escaping	fitness + athletics
break free from and avoid grappling attacks	

AN EXAMPLE

William is firing his revolver at an approaching bandit. This calls for a fitness + firearms task.

When an attack is made against someone who is defending, there can be only one winner—the character whose margin is greatest wins (a winning defender fends off his opponent while a winning attacker successfully strikes). Ties always go to the defender. When two (or more) characters are attacking each other at the same time, they may be both successful—no comparison of margins is required.

DETERMINING DAMAGE

Successful attacks will potentially inflict damage to an opponent, but the amount and type of damage depends on the attack. Keep in mind that blunt weapons and fists cause fatigue, while sharp blades and guns cause injury. The gamemaster is free to assign his own damage values or alter those of existing weapons to best fit the story.

FIGHTING DAMAGE

brawling	1FAT
rock/bottle	2FAT
revolver	2INJ
rifle/derringer	4INJ
shotgun	5INJ
club	1FAT
knife	1INJ
sword	3INJ
axe/pick	3INJ
hammer	3FAT
arrows	1INJ
whips	1INJ

Characters wearing armor (or anything resembling armor) or taking partial cover behind obstructions can reduce their chances of being hurt by making a damage roll. This consists of rolling a number of dice equal to the damage value. Each die which is less than or equal to the armor rating indicates that the armor has negated one point of damage. Otherwise, the character receives one grade of the relevant damage (fatigue or injury) from that die.

ARMOR VALUES

extremely heavy/rugged clothing	1
iron plate	3
cover behind another character	2
cover behind a wagon	2
cover behind a wooden wall	3
cover behind a stone wall	5



COYOTE TRAIL WILD WEST ROLEPLAYING

AN EXAMPLE

Josh was hit by a bullet from a revolver. It has a damage rating of 2INJ. If Josh wasn't hiding an iron plate under his poncho, he'd take two grades of injury. Since he's wearing that plate, a damage roll is required. A damage value of 2 means we roll 2 dice, for a result of 6 and 2. We now compare those values to the armor rating of 3. Because 6 is not equal to or less than 3, it penetrates the armor. And since 2 is equal to or less than 3, it does penetrate. One penetration means that Josh sustains one grade of injury. Not bad against a bullet—he's only bruised.

BASIC CHASES

While on horseback or in wagons, use the same procedures as regular fighting, except with a few modifications:

- For all speed-related and attack tasks*, such as outrunning an opponent, the lowest fitness rating (between the rider and the horse) is used for the task.
- If the controller of a horse or wagon is performing an attack* or other fitness-based task not directly related to riding, he receives a penalty of one (1) bonus die. In addition, the lowest skill rating (between the riding skill and the other skill) is used for the task.
- For all maneuvering-based tasks such as avoiding obstacles, the highest fitness rating (between the rider and the horse) is used for the task.
- For all tasks involving wagons, penalties due to encumbrance are always applied (add one or two penalty dice depending on the degree of encumbrance).
- Consult the table at right to determine the appropriate skill combination for the various tasks.

DETERMINING DAMAGE

Like regular fights, the amount of damage inflicted depends on the type of attack. Damage to horses (if a character chooses to target a horse) is handled in the same manner. Damage to wagons can be accomplished by regular attacks as well, but the armor rating used for damage rolls is equal to the frame rating.

FIGHTING DAMAGE

horse kicks	3FAT
horse trampling	4FAT
wagon ramming	1STR x frame rating

Passengers on a wagon who are attacked from outside the wagon have an armor rating equal to the wagon's cover rating. Damage that penetrates the wagon's cover may be equally distributed to all passengers; a further damage roll may then be made if any specific passenger is wearing a form of armor.

CHASE TASKS

outrunning knives, small bladed weapons	fitness* + riding
avoiding evading weapons fire or obstacles	fitness + riding
mounted knife attacks knives, small bladed weapons	fitness* + knife fighting
mounted sword attacks swords, large bladed weapons	fitness* + sword fighting
mounted thrown attacks rocks, knives, etc.	fitness* + athletics
mounted brawling attacks punching, kicking, and grappling	fitness* + brawling
mounted firearms attacks pistols, rifles, and shotguns	fitness* + firearms
mounted roping attacks lassos and whips	fitness* + roping
other mounted armed attacks axes, picks, hammers, etc.	fitness* + athletics
trampling attacks attacking with horses	fitness* + riding
mounted armed defense block or parry attacks with blunt objects, such as canes	fitness* + brawling
mounted brawling defense block or parry punches and kicks	fitness* + brawling
mounted sword defense block or parry sword attacks	fitness* + sword fighting
other mounted armed defense block or parry with axes, picks, hammers, etc.	fitness* + athletics

AN EXAMPLE

William is firing his shotgun at passengers inside the wagon. If successful, a damage roll is made against the wagon's cover rating of 4. Any die that is less than or equal to 4 is deflected by the wagon. Our dice come up as follows: 3, 2, 6, and 4—only one die penetrates, so 1INJ is applied to one passenger randomly by the gamemaster.



ADVANCED TASK RESOLUTION

Advanced task rolls add a bit more realism by utilizing varying levels of difficulty, which are assigned by the gamemaster. While advanced task rolls are not required, they are recommended. Not every rule must be utilized, however. If you feel that a particular type of task is too complicated and slows down play, feel free to ignore it. Bonus and penalty dice are not used with the advanced rules.

DIFFICULTIES

Difficulties affect the outcome of tasks by altering the chances of success. Lesser difficulties can be assigned to easier tasks, while greater difficulties can be assigned to harder ones. The different difficulty ratings are explained below. Each one has two values. The gamemaster has the freedom to choose which value best suits the task—for the sake of speeding up play, however, go with the first value unless there is call to add a slight edge to the task. Difficulty is represented by the abbreviation DIFF.

Trivial	(-2 to -1)	mundane labors that usually require little or no training. We generally take them for granted
Routine	(0 to 1)	innocuous actions that must rely on training and experience and require minimal thought or effort
Complex	(2 to 3)	slightly more difficult than routine tasks, represent actions requiring some degree of precision or accuracy
Challenging	(4 to 5)	require above average skill and represent actions unfamiliar to a character. They can also be fairly dangerous, thereby allowing calamities to occur.
Impossible	(6 to 7)	all dangerous or improbable situations. Characters attempting such actions are either very brave or very stupid.

Task difficulties may be increased or decreased by a character's actions or his environment. Changes in difficulty reflect changes in the numerical value and not the name of the difficulty level.

AN EXAMPLE

Simon is attempting to forge a deed to a gold mine. The real owner has taken Simon to court. The local magistrate has employed a professional to decide the validity of the deed, and he is utilizing a magnifying glass to inspect it. The gamemaster assigns the task a difficulty of challenging, which means the difficulty rating is a 4. Because the professional utilizes a magnifying glass to make his job a little easier, the gamemaster decides that it is a big help in identifying discrepancies, so he modifies the difficulty by -2DIFF. The final difficulty of the task is now a 2 (4 - 2).

OUTCOME

In order to determine the success of a task, we must first compute the margin, which is the difference between the skill total and the dice total (skill total - dice total). If the margin is equal to or greater than the assigned difficulty, the task succeeds.

AN EXAMPLE

Using the example above, let's assume the professional's skill total is 9 and he rolls a dice total of 7. His margin (skill total - dice total) is 2 (9 - 7). Since the margin is equal to the assigned difficulty value of 2, the task is successful. It would also have been successful if the margin was greater than 2, but had it been less, the task would have failed.

There are two optional outcomes which may also be used at the gamemaster's discretion: calamities and triumphs.



COYOTE TRAIL WILD WEST ROLEPLAYING

Calamities represent horrible mishaps or backfires. This could be missing an opponent and accidentally shooting a friend, or a chase down a flight of stairs resulting in a serious fall. Trivial and routine tasks cannot result in calamities, but all other tasks do if the margin is less than the assigned difficulty minus ten (10).

AN EXAMPLE

The assigned difficulty for a task is 7 and the margin is -4 (in this case the dice total is greater than the skill total which would normally result in a failure). Because the margin is less than -3 ($7 - 10 = -3$), the task results in a calamity.

Triumphs are just the opposite and represent miraculous outcomes. This could be incapacitating an opponent with one punch or convincing an enemy of your good intentions. Triumphs result by achieving a margin equal to or greater than six (6) plus the assigned difficulty.

AN EXAMPLE

The assigned difficulty for a task is 2 and the margin is 9. Because the margin of 9 is greater than 8 ($6 + 2 = 8$), the task results in a triumph.

In addition, if the dice used for the dice total are both ones (snake eyes), the task is a triumph. And, if the dice used for the dice total are both sixes (box cars), the task is automatically a failure (though not necessarily a calamity).



UNTRAINED TASK ROLLS

All skills can be attempted without prior training unless otherwise noted (those with a **X** cannot). Such rolls are considered untrained tasks and the skill total would be equal to the associated ability only.

CONTESTED TASK ROLLS

There are bound to be situations that place two people at odds with each other in some sort of struggle. To resolve this conflict, both parties make task rolls and the character with the highest margin wins the struggle. If neither roll is successful or in the case of ties, both parties fail.

When attempts are made to undo previously successful tasks performed by other characters (such as spotting forged documents) the difficulty should be increased by an amount roughly proportional to the original success.

AN EXAMPLE

If the forged deed was made by a task very close to the required margin, the difficulty should not be modified. But, if the original margin was very high compared to what was required for success (say, a margin of 6 for a difficulty of 2), the gamemaster should modify the task by +2DIFF or +3DIFF, or even more for better results.

COMPOSURE TASK ROLLS

There are times when a character must restrain his desires, habits, and responses to stimuli. To do so, he must make a successful composure roll (using the composure skill). The difficulty is determined by the gamemaster and the ability used is based on the nature of the restraint. This specifically applies to the resistance of virtuous and corruptive gimmicks*.

Fitness	the character is attempting to control responses from physical stimuli such as crying out or flinching from pain
Awareness	the character must recognize and prevent his habits such as nervous tics and unconscious speech patterns like stutters, as well as controlling his temper
Reasoning	the character must prevent either compulsive patterns of behavior such as addictions, or immoral acts such as sadism or infidelity

Calamities can either indicate that the character runs away in panic, or loses control and is overcome by a virtuous or corruptive gimmick. Failures may also indicate that the



COYOTE TRAIL WILD WEST ROLEPLAYING

character backs down from attempting a dangerous task, though he may try to talk his way out of it in order to save his reputation. Successes and triumphs indicate that the character may attempt the task normally.

SAMPLE DIFFICULTY VALUES FOR COMPOSURE TASKS ★

witnessing gore	complex (2) or higher
resisting a gimmick*	challenging (4)
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

AUTOMATIC TASKS

Automatic tasks allow a character to forego the process of rolling dice. Instead, the gamemaster can look at the character's ability or skill rating and choose to make the task an automatic success if all of the following conditions are met:

- The character's raw ability is equal to or greater than the assigned difficulty or the character's skill rating is equal to or greater than two plus the assigned difficulty.
- The task is not contested.
- The player provides a descriptive explanation of his actions.
- The task does not disturb the gamemaster's vision of the story.

Automatic tasks can also be used for situations not covered by skills or as a replacement for composure rolls—if the character's raw ability is equal to or greater than the assigned difficulty and the task is not contested or disruptive to the story, it is successful.

AN EXAMPLE ★

Breaking down a door (fitness), spotting someone sneaking around (awareness), dressing to stand out in a crowd (creativity), recalling a name from memory (reasoning), or impressing someone by reputation alone (influence) don't necessarily fit any skill and so could be easily decided by comparing the assigned difficulty with a character's ability.

PROSTRATED TASK ROLLS

A character may choose to over-exert himself in order to receive -2DIFF on any fitness-based task roll. In exchange for this bonus, the character receives one (1) grade of fatigue. This also applies to wagons: -2DIFF may be gained on any chase task in exchange for one (1) grade of fatigue to its horses.

IMPORTANT RIDING TASKS

Snakes, gun shots at point blank range, and other hazards can often frighten a horse and cause it to panic. A successful riding task is required to steady the horse. If the horse does not have a saddle, the difficulty is complex. Failure indicates that the rider has been thrown from the horse (possibly receiving wounds; see Falls later in this chapter) or that the horse has run off uncontrollably. A calamity indicates that the horse has run away in fear with the character trapped in the reigns and dragged for a distance. All riding tasks involving untame horses receive a penalty of +2DIFF.

INTOXICATION TASK ROLLS

Whenever a character drinks a glass of beer or shot of whiskey, or uses a suitable dose of opium or laudanum (the gamemaster can use his judgment as to what constitutes a dose—a few inhalations or mouthfuls is typical respectively), a roll is required to determine just how intoxicated the character gets. This roll works like a regular damage roll as performed for fatigue and injury. The armor rating for intoxication rolls is called tolerance, and any die which is less than or equal to this rating does not further intoxicate a character—his intoxication rating is not increased unless a die is greater than the tolerance rating. A character's base tolerance rating is zero (0), and modified as described below:

- If the character's fitness ability rating is four (4) or greater, his tolerance rating is increased by one (1).
- If the character possesses the constitution gimmick, his tolerance rating is increased by one (1).
- If the character actively seeks to regulate his consumption and prevent himself from getting intoxicated, a single drinking task may be attempted per situation (a poker game at which the character is drinking, for example). If successful, the character may add two (2) to his tolerance rating.

Native Tolerance

Indians are especially susceptible to white man's liquor. Native characters have a base tolerance rating of 0 and ignore a single increase of 1. An native who sustains at least three grades of intoxication temporarily gains the *thrill-seeker* gimmick.

AN EXAMPLE ★

For example, Sitting with Crows has a base tolerance of 0. Because he possesses the constitution gimmick, his tolerance rating would normally be increased to 1. The character is an Indian, however, so he ignores that single bonus. Should he wish to make a drinking task to regulate his intake, he would still receive the increase to his tolerance for the task if successful.



COYOTE TRAIL WILD WEST ROLEPLAYING

ADVANCED FIGHTING

Advanced personal combat builds upon the procedures and mechanics of basic combat. Please make sure you have already read the previous chapter.

REACTION ROLLS

A reaction roll is made just like in the basic rules, except that it may be modified by any of the specific conditions listed below (the modifier is applied to roll).

REACTION MODIFIERS ★

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
numbed/stressed/sprained	-1ea
fuddled/strained/wounded	-2ea
inebriated/exhausted/maimed	-3ea

ACTIONS

Each character present in the combat exchange must inform the gamemaster of his actions. These actions may be: attack, defend, use skill, move, or aim.

Attack	strike or shoot another character
Defend	block, parry, or dodge an attack (this is a contested task)—weapons may be used to block all weapon and unarmed attacks, while only non-weapon attacks may be blocked by an unarmed character or wait in a state of readiness and if the character is not attacked by the end of the turn, he may attempt another action
Use Skill	attempt a non-combat skill task, such as riding a horse or picking a lock
Move	move or run to a specific area, duck, jump, or dive—ranged attacks may also be attempted while moving, but with +2DIFF on the task roll, and aiming modifiers are not applied
Aim	aim a ranged weapon attack, providing -1DIFF for each turn spent aiming (up to three turns)—being struck by an attack interrupts a character's aim and he loses the use of the aiming bonus.

Reload

reload a revolver (up to a number of bullets per turn equal to the character's fitness rating) or bow

FIGHTING TASK ROLLS

The base difficulty for all non-ranged attack rolls is routine unless otherwise noted (defenses are contested tasks against an attack). The difficulty for ranged attacks is determined by the range. Each ranged weapon is given a single value for range—this is for long range. Medium range is half this number, short range is one fourth the number, and point blank is almost within direct contact. Some weapons also have accuracy modifiers which alter the difficulty of the attack roll.

RANGES AND THEIR DIFFICULTIES ★

point blank	trivial (-2)
short	routine (0)
medium	challenging (4)
long	impossible (6)

WEAPONS ACCURACY AND RANGE ★

WEAPON	ACCURACY	RANGE
derringer	-	8 yards
.28/.31 caliber revolver	-	50 yards
.36 caliber revolver	-	60 yards
.44/.45 caliber revolver	-	75 yards
.44/.45/.50 caliber rifle	-	150+ yards
shotgun	-1DIFF*	100 yards
sawed-off shotgun	-2DIFF*	40 yards
bow/arrow	+2DIFF**	20 yards
spear	+2DIFF***	20 yards
small, thrown items	-	8 yards

* point blank, short, and medium ranges only

** medium and long ranges only

*** short, medium and long ranges only

AN EXAMPLE ★

Frankie spends one turn aiming his .44 rifle at a target 35 yards away. Since this is 1/4 the normal range, it is a short range shot which is routine difficulty. Frankie fires on his next turn and lowers the difficulty by 1 (it is now -1) because of the one turn spent aiming. Frankie only needs a margin of -1 in order to hit his target.



COYOTE TRAIL WILD WEST ROLEPLAYING

ENVIRONMENTAL MODIFIERS

Various environmental or situational factors can affect the outcome of an attack. The gamemaster is free to alter the difficulty of the roll in order to simulate special actions and situations. A few examples are listed below.

Moving Target	ranged attacks targeting moving characters receive +2DIFF
Cover	characters may take cover behind walls and other obstructions for protection against ranged attacks—if the character is only partially hidden, the attack receives +2DIFF, otherwise he may not be targeted
Partial Light	characters receive +2DIFF on all combat actions attempted in partial light; any attempt to attack in total darkness is at the gamemaster's discretion and has a difficulty of impossible (7)
Quickdraw	a character may attempt to draw his weapon (or reload his bow) and attack with it in the same turn, but the task receives +2DIFF
Second Weapon	two weapons may be used at the same time against a single opponent, but each weapon requires a separate attack roll and the difficulty for each is +2DIFF
Second Attack	two attacks of the same type or from the same weapon may be attempted against a single target, but each attack requires a separate roll and the difficulty for each is +1DIFF
Second Target	two attacks may be attempted at different targets, but each attack requires a separate roll and the difficulty for each is +2DIFF
Called Strike	characters may aim for specific body parts while attacking, but the difficulty of the attack roll is +2DIFF (see determining damage)
Mounted Attack	when attempting attacks while on horseback, the relevant skill rating is limited to that of the character's riding skill; the difficulty is +1DIFF when walking or galloping and +3DIFF when running
Intoxicated	intoxication penalties apply to all tasks, but each grade sustained

also cancels out one +1DIFF penalty received from injuries (see table below)

Fatigued

fatigue penalties apply to all tasks when not in combat and any task during the first turn of combat only (see table below)

Injured

injury penalties apply to all fitness and awareness-based tasks (see table below)

PENALTIES: INTOXICATION, FATIGUE, AND INJURY ★

GRADE	INTOXICATION	FATIGUE	INJURY	DIFFICULTY
1	dizzied	dazed	bruised	-
2	numbed	stressed	sprained	+1DIFF
3	fuddled	strained	wounded	+2DIFF
4	inebriated	exhausted	maimed	+3DIFF
5	unconscious	unconscious	incapacitated	—

DETERMINING HIT LOCATIONS DAMAGE ★

All hits are assumed to be non-specific unless a called strike is used. In other words, the damage is caused by hits to the chest or from general bruising throughout the body. If a specific body part is targeted (via a called strike), the attack roll receives +2DIFF. A success indicates that the targeted body part is hit (see hit locations, below) and the effect is left up to the judgement of the gamemaster, who can allow a fitness-based composure task roll to counter the effect.

CALLED STRIKES: HIT LOCATIONS ★

hands

if the character is holding a weapon, he drops it

head

fatigue: the character loses consciousness

injury: the character becomes comatose or dies

legs

the character collapses or stumbles and is knocked down

stomach

fatigue: the character forfeits his next action to regain his breath

AN EXAMPLE ★

Frankie successfully aims and shoots his opponent in the leg. The gamemaster allows the target to make a fitness-based composure roll. If it is not successful, the target falls to the ground in pain.



COYOTE TRAIL WILD WEST ROLEPLAYING

Some conditions can alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

DAMAGE MODIFIERS

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

FIGHTING DAMAGE

WEAPON	DAMAGE
brawling	1FAT
rock/bottle/club	2FAT
.28/.31 caliber revolver	2INJ
.36 caliber revolver	3INJ
.44 caliber revolver	4INJ
derringer	4INJ
.45 caliber revolver	5INJ
.44 caliber rifle	5INJ
.45/.50 caliber rifle	6INJ
shotgun	5INJ at point blank and short ranges 4INJ at medium and long ranges
knife	1INJ
sword	3INJ
axe	3INJ
tomahawk	3INJ
spear	3INJ
garrotte/rope	1INJ*
poison	1-4INJ/turn
arrow	1-2INJ
horse trampling	3INJ
* plus asphyxiation damage	

If a character receives a number of grades of injury or fatigue greater than his fitness rating in one turn, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

USING ARMOR

Armor functions in the same manner as in the basic combat rules, except for the following additions:

- Not all armor offers the same protection. Some types protect against fatigue, others against injury, and still others against both. When armor worn by a character protects against the appropriate type of damage (fatigue or injury) (and covers the specific part of a character's body when the attack is a successful called strike), a damage roll is required.

- When multiple called strikes are directed at the same location of a target and a damage roll applies, the armor rating used for each attack past the first is reduced by one (but never less than one).

AN EXAMPLE

Samuel strapped an iron plat to his chest and three people have taken shots at it with shotguns. Since each attack is successful, the armor is worn down in that location. The armor rating is 3 against the first attack, 2 against the second, and 1 against the third. If there was a fourth attack, the armor would remain at 1. The armor rating is 3 again next turn or if hit in a different location.

- In addition to armor components, a character with a fitness rating of four (4) or higher receives an automatic level of armor—that's one (1) point of armor effective against fatigue only. A character's total armor rating can never go above five (5), however.
- If the total amount of dice rolled against a character for damage in one attack is greater than his fitness rating, he is knocked down and must spend the next turn returning to his feet or may act on the ground with +2DIFF on all fitness-based rolls.

Optional: If the total amount of injury sustained by a character from a single attack is less than his armor rating, it is converted to fatigue damage. This simulates the physical impact of the attack even when armor does its job.

ARMOR VALUES

ARMOR	RATING	PROTECTION	COVERAGE
extremely heavy/ rugged clothing	1	FAT	all but head and hands
iron plate	3	INJ	chest/abdomen
cover behind character	2	FAT/INJ	all*
cover behind wagon**	2	FAT/INJ	all*
cover behind wooden wall	3	FAT/INJ	all*
cover behind stone wall	5	FAT/INJ	all*

* excludes head or any other part of body not completely covered

** or use the wagon's cover rating



COYOTE TRAIL WILD WEST ROLEPLAYING

OTHER SOURCES OF DAMAGE

Fire and Smoke

Fire can cause either fatigue from smoke inhalation or injury from burns. If the character is in an enclosed area filled with smoke, a roll is required to determine the number of grades of fatigue sustained. The damage rating from smoke can vary from 1FAT to 2FAT depending on the amount, and the damage rating from the actual fire can vary greatly—a small flame would be around 1INJ while a serious fire would be 5INJ. The damage roll is made in the same manner as damage from an attack, except that the character's fitness rating is used as the armor value.

Asphyxiation

A character can normally hold his breath for a minute or two at the most when prepared. When caught off guard, however, he receives damage. This requires a fitness-based composure roll in order to avoid gaining one grade of fatigue. Another roll is then made after a number of turns equal to the character's fitness rating, and so on until he is no longer being asphyxiated or he dies. Once the character is unconscious, he receives injury instead of fatigue.

Falls

Falling a great distance can either cause fatigue or injury—a fall on a padded surface may cause only fatigue damage, while a fall on jagged rocks would most likely cause severe injury. This is treated in the same manner as a damage roll from an attack. The damage rating is equal to one (1) per six foot drop.

Being Dragged

Once ensnared by a lasso, a character may be dragged from horseback, causing an amount of fatigue equal to the roll of one die per turn. Substitute the fatigue for injury if the character is being dragged over rocks or glass.

ADVANCED CHASES

Rules for advanced chases build upon the procedures and mechanics of basic chases and advanced fighting.

REACTION ROLLS

The specific conditions listed below are used to modify reaction rolls.

CHASE REACTION MODIFIERS		★
surprised	-2	
character is numbed/stressed/sprained	-1ea	
character is fuddled/strained/wounded	-2ea	
character is inebriated/exhausted/maimed	-3ea	
horse is strained/wounded	-1ea	
horse is exhausted/maimed	-2ea	
horse is strained/wounded	-3ea	
wagon is impaired/laden	-1ea	
wagon is breached/weighted	-2ea	
wagon is compromised/burdened	-3ea	

ACTIONS

Each character taking part in a chase may perform one action per turn. These actions may be: ride, attack, evade, use skill, move, aim, or reload.

Ride	steer and control the horse(s) and wagon
Attack	strike or shoot a target in another wagon or riding another horse; for attacking characters on the same wagon or ground, use the advanced fighting rules
Evade	dodge an attack or collision (this is a contested task) or wait in a state of readiness and if the character is not attacked by the end of the turn, he may attempt another action
Use Skill	attempt a non-combat skill task, such as regaining control over a horse or repairing a broken panel on a wagon
Move	move about the wagon—to the passenger section or top with cargo, for example
Aim	aim a ranged weapon attack, providing -1DIFF for each turn spent aiming (up to three turns)—being struck by an attack or jolted by a horse or wagon interrupts a character's aim and he loses the use of the aiming bonus.



COYOTE TRAIL WILD WEST ROLEPLAYING

Reload reload a revolver (up to a number of bullets per turn equal to the character's fitness rating) or bow

CHASE TASK ROLLS

Tasks are the same as for basic chases, except for the following:

- The effective fitness rating for tasks (see basic chases) is further modified if a wagon is involved: decrease it by the wagon's frame rating (this result may end up being less than zero). If the task is speed-related (not maneuvering-related), each set of horses beyond the first negates one point of its frame rating for this calculation.

AN EXAMPLE

A wagon with a frame rating of 2, four horses, and a computed fitness rating of 4 would have an effective fitness rating of 3 for speed-related tasks and 2 for maneuvering-related tasks. The fitness rating of 4 is reduced only by 1 for speed-related tasks because the second set of horses negates one point from the frame rating.

- Difficulty is based on the approximate range to a target, just like advanced fighting.
- Weapon accuracy modifiers from advanced fighting are used for attacks.
- If the controller of a horse or wagon is performing an attack or other fitness-based task not directly related to riding, he receives a penalty of +2DIFF.

ENVIRONMENTAL MODIFIERS

As with advanced fighting, there are various environmental and situational factors that can affect the outcome of an attack. A few examples for chases are listed below.

Moving Target ranged attacks targeting characters on moving horses or wagons receive a change in difficulty based on the fitness rating of the horse or effective speed rating (see below) of the wagon involved; when targeting other characters or stationary objects, use the advanced fighting rules a wagon's effective speed rating is equal to the lowest fitness rating of its horses, and decreased by its frame rating; each set of horses beyond the first negates one point of its frame rating for this calculation; this value is also reduced by encumbrance penalties

TARGET'S APPLICABLE FITNESS RATING FOR SPEED

0	-1DIFF
1-3	—
4	+1DIFF
5	+2DIFF

Called Strike

characters may aim for specific parts of a horse (legs, head, etc.) or wagon (passenger compartment, wheels, etc.) while attacking, but the difficulty of the attack roll is +2DIFF (see *determining damage*)

Obscured Areas

all actions attempted in obscured areas such as partial light, dust storms, and heavy rains that rely on the fitness or awareness ability receive +2DIFF; any attempt to maneuver in total darkness is at the gamemaster's discretion and has a difficulty of impossible (7)

Confined Areas

all actions attempted in confined areas such as narrow streets and mountain trails that rely on the fitness ability receive +1DIFF to +3DIFF

Fatigued

fatigue penalties for both characters and horses apply to all tasks when not in combat and any task during the first turn of combat only (see *table in advanced fighting*)

Injured

injury penalties for both characters and horses apply to all fitness and awareness-based tasks (see *table in advanced fighting*)

Damaged

structural damage penalties apply to all fitness-based (horses only) and maneuvering-related tasks (see *table below*)

Encumbered

encumbrance penalties apply to all speed-related tasks (see *table below*)

PENALTIES: STRUCTURAL DAMAGE AND ENCUMBRANCE

GRADE	STRUCTURAL DAMAGE	ENCUMBRANCE	
1	dented	loaded	-
2	impaired	laden	+1DIFF
3	breached	weighted	+2DIFF
4	compromised	burdened	+3DIFF
5	wrecked	immovable	—

ALSO SEE INTOXICATION, FATIGUE, AND INJURY PENALTIES



DETERMINING HIT LOCATION DAMAGE

As with advanced fighting, all hits are assumed to be non-specific unless a called strike is used. If a specific body part of a horse or specific location of a wagon is targeted (via a called strike), the attack roll receives +2DIFF. A success indicates that the targeted location is hit (see hit locations, below) and the effect is left up to the judgement of the gamemaster, who can allow a fitness-based composure task roll to counter the effect (horses only).

CALLED STRIKES: HORSE HIT LOCATIONS

head

fatigue: the horse loses consciousness

injury: the horse becomes comatose or dies

legs

the horse collapses or stumbles and is knocked down

CALLED STRIKES: WAGON HIT LOCATIONS

passenger door panel

3INJ+: the panel is destroyed—the wagon's cover rating is ignored when targeting passengers

wheel

3INJ+: wheel falls off and wagon loses control—fitness-based composure task is required to stop safely or collide with obstacles

cargo

3FAT+: the trunk flies off the wagon

3INJ+: the trunk and its contents are destroyed

AN EXAMPLE

Frankie successfully aims and shoots one of the wheels on his opponent's wagon with more than 3INJ. The gamemaster allows the target to make a fitness-based composure task. If it is not successful, the wagon is out of control and may collide with an obstacle, fall off of a cliff, or worse.

Some conditions can alter the amount of damage inflicted and the gamemaster may also choose to increase damage when an attack results in a triumph (a few options are listed below).

CHASE DAMAGE MODIFIERS

horse's fitness is 4 or greater +1 for trampling/kicking

prostrated task by horse +1FAT/INJ for trampling/kicking

triumph +1, +2, or doubled

OTHER SOURCES OF DAMAGE

Fire and Smoke

Fire and smoke can affect horses just like characters. See *advanced fighting*.

Ramming and Collisions

A wagon involved in a collision inflicts an amount of structural damage equal to its frame rating on the other wagon(s). Obstacles (buildings, troughs, fences, etc.) inflict damage based on their size (one to five grades). Characters riding in the wagon should also receive half this value as either fatigue or injury, and horses should also receive a portion of this damage based on the situation. The gamemaster should use his best judgment when assigning damage in this manner.

Impediments

Wagons coming into contact with small impediments, like rocks and wooden posts, can inflict one grade of structural damage, though impediments are more likely to cause one or two grades of fatigue to horses or passengers.

Dust Storms or Extreme Conditions

These can all cause stress to characters and horses in the form of one or two grades of fatigue.

Falling Debris

When jostled, trunks and other cargo attached to wagons can fall. This causes a potential hazard to both passengers and those riding behind the wagon. Passenger should receive one or two grades of fatigue from falling cargo (or more at the gamemaster's discretion), while cargo that falls to the ground is considered an impediment.



HENRY C. PYLE



COYOTE TRAIL WILD WEST ROLEPLAYING

FIGHTING REACTION MODIFIERS ★

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
numbed/stressed/sprained	-1ea
fuddled/strained/wounded	-2ea
inebriated/exhausted/maimed	-3ea

CHASE REACTION MODIFIERS ★

surprised	-2
character is numbed/stressed/sprained	-1ea
character is fuddled/strained/wounded	-2ea
character is inebriated/exhausted/maimed	-3ea
horse is strained/wounded	-1ea
horse is exhausted/maimed	-2ea
horse is strained/wounded	-3ea
wagon is impaired/laden	-1ea
wagon is breached/weighted	-2ea
wagon is compromised/burdened	-3ea

WEAPONS TABLE ★

WEAPON	ACCURACY	DAMAGE	RANGE	AMMO
derringer	-	4INJ	8 yds	1 or 2
.28/.31 caliber revolver	-	2INJ	50 yds	5 or 6
.36 caliber revolver	-	3INJ	60 yds	5 or 6
.44 caliber revolver	-	4INJ	75 yds	6
.45 caliber revolver	-	5INJ	75 yds	6
.44 caliber rifle	-	5INJ	150+ yds	1 or 15
.45/.50 caliber rifle	-	6INJ	150+ yds	1, 9, or 12
shotgun	-1DIFF*	5/4INJ**	100 yds	1,2, or 5
sawed-off shotgun	-2DIFF*	5/4INJ**	40 yds	1,2, or 5
rock/bottle/club	-	2FAT	8 yds	-
knife	-	1INJ	8 yds	-
sword	-	3INJ	-	-
axe	-	3INJ	-	-
tomahawk	-	3INJ	-	-
spear	+2DIFF***	3INJ	20 yds	-
garrotte/rope	-	1INJ†	-	-
poison	-	1-4INJ/turn	-	-
arrow	+2DIFF***	1-2INJ	20 yds	-
horse trampling	-	3INJ	-	-

* point blank, short, and medium ranges only

** point blank and short / medium and long

*** medium and long ranges only

**** short, medium, and long ranges only

† plus asphyxiation

FIGHTING DAMAGE MODIFIERS ★

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

CHASE DAMAGE MODIFIERS ★

horse's fitness is 4 or greater	+1 for trampling/kicking
prostrated task by horse	+1FAT/INJ for trampling/kicking
triumph	+1, +2, or doubled

ARMOR VALUES ★

ARMOR	RATING	PROTECTION	COVERAGE
extremely heavy/ rugged clothing	1	FAT	all but head and hands
iron plate	3	INJ	chest/abdomen
cover behind character	2	FAT/INJ	all*
cover behind wagon**	2	FAT/INJ	all*
cover behind wooden wall	3	FAT/INJ	all*
cover behind stone wall	5	FAT/INJ	all*

* excludes head or any other part of body not completely covered

** or use the wagon's cover rating

PENALTIES: INTOXICATION, FATIGUE, AND INJURY ★

GRADE	INTOXICATION	FATIGUE	INJURY	DIFFICULTY
1	dizzied	dazed	bruised	-
2	numbed	stressed	sprained	+1DIFF
3	fuddled	strained	wounded	+2DIFF
4	inebriated	exhausted	maimed	+3DIFF
5	unconscious	unconscious	incapacitated	—

PENALTIES: STRUCTURAL DAMAGE AND ENCUMBRANCE ★

GRADE	STRUCTURAL DAMAGE	ENCUMBRANCE	
1	dented	loaded	-
2	impaired	laden	+1DIFF
3	breached	weighted	+2DIFF
4	compromised	burdened	+3DIFF
5	wrecked	immovable	—





WESTERN LEGENDS

We've all heard of ghost towns and tumbleweeds, but what else is there in the West? This chapter is a brief guide to what makes up Western towns, travel, story ideas, and equipment. While this guide is by no means complete, it should provide a springboard from which you can base your own adventures and better understand those presented later in this book.

THE OLD WEST

The Old West is a very symbolic time and place. It means drastically different things to different people. Those coming from the eastern United States see it as an area to be conquered—it is the untamed wilds with Indians, lawless boomtowns, and the prospects of finding gold. Most move west looking for adventure, but some seek to escape oppression and begin a legacy for their offspring.

Immigrants from foreign shores travel west, their heads filled with stories of found riches, the chance to live free, and a multitude of opportunities. Many arrive to find that life in the West is anything but as promised, and their opportunities, while present, are more difficult to realize than imagined. Most take menial jobs, like working for the railroad or in mines. Only those with money already in their pockets really stand a chance, and even a proper education means little in the West. Scientists and architects may have the knowledge, but the majority resort to working hard to sell their knowledge in the form of inventions and subsequently patents, or settling as grade-school teachers.

Entrepreneurs can be found everywhere. From the local banker to the family farm or logging company, only the truly motivated souls can survive in the West. More importantly, the lore of the West is what keeps folks alive. It is not enough to have money, business contacts, or education. One must also be skilled in the ways of the West—traversing the wilderness, hunting food, and not looking like an easy mark.

Crime is rampant in the West. Sure, it is mostly contained to small towns where the sheriff and his deputies are part of the problem, but men seem to forget their manners when travelling the trail for too long. They take it upon themselves to solve problems with a threat, more likely a fist, and at times with

shots from their pistols. Even the most respected gentlemen commit criminal offenses—their wealth and status foster a sense of superiority, resulting in the belief that they are above the law. All is fair in business, love, and war.

TERRITORIES

Regions of the West that have been conquered but not yet made into states are classified as territories. They are often broken up into counties, each with its own governing body, including magistrates, sheriffs and/or marshalls. These regions are classified as the Wild West. Arizona and New Mexico were the last of the territories, claiming statehood in 1912, while Oklahoma was admitted into the union in 1907. The other territories, such as Utah, Washington, and the Dakotas, became states by the end of the nineteenth century.

SETTLEMENTS

Often called gold, silver, or copper towns, these small towns in the territories are simply a huddling of miners and prospectors from the area. Industry often follows to supply goods, equipment, and services to settlers. Most settlements either fail or prosper; few remain stagnant. Failure is mostly due to the exhaustion of resources—these settlements turn into ghost towns. Prosperous settlements grow into boomtowns.

BOOMTOWNS

Settlements that continue to grow to the size of cities and beyond are called boomtowns. Most in the West were the result of nearby mining operations, but a few also existed due to favorable land and very smart entrepreneurs. Boomtowns make excellent focal points for stories since they are usually bustling with activity—lots of potential for friends, foes, and disasters. Carson City in the Nevada Territory is a perfect example of a boomtown.



COYOTE TRAIL WILD WEST ROLEPLAYING

GHOST TOWNS

When the mining opportunities dry up and the prospectors and businesses move away as a result, what is left is called a ghost town. Occasionally a few citizens remain, but more often than not, the town is left completely devoid of people. Places like this make excellent climactic scenes—final duels and gunfights work well in empty yet familiar settings.

VILLAGES

Native populations typically settle in areas and expand only to accommodate their immediate needs. Hence, villages seldom ever grow as large as boomtowns or even possess modern technologies. Villages are mostly made up of the poor, almost like peasants in a feudal society. They take care of their own, but have little in the way of wealth and ambition—survival is their sole purpose.

FORTS

The cavalry establishes well-protected forts at key positions, typically near important resources and the front lines. Forts are made up of tall, wooden walls and watch towers for defense, as well as self-sustaining facilities, such as liveries, forges, and jails. Some forts are also built by businesses, like loggers and miners, seeking to establish themselves in the frontier.

TRAILS

Cowboys travel the wild trails, moving cattle and patrolling nearby territories. Trails act as homes away from home to cowboys. They become familiar terrain as a result of so many treks through them, and many cowboys build shelters along the trails in order to make traveling easier on them. Trails are sometimes refuges to cowboys on the run, set up as contingency plans and hiding places. Of course, Coyote trails take this concept even further, providing a safe route to fleeing souls.

RANCHES

Businessmen and cowboys wishing to make a living by the raising and selling of cattle and horses build up and run ranches. Although there are a number of other types of ranches, such as sheep, crops, and fur animals, horse and cattle are the most widely found.

HOMESTEADS

Families with the vision of hard work, self-sustenance, and taming the frontier settle on a plot of land, and turn it into a place to live, far from the influences of a town. Homesteaders have it rough, as cold winters, bad weather, and exhaustion are always a threat—these can easily destroy a homestead over time. Men plow the fields for whatever crops they decide to plant, as well as build fences, cabins, outhouses, and

animal pens. Chickens and other livestock are often kept to provide eggs and milk, respectively, and if money permits, pigs are raised for important meals. The size of a homestead can vary, depending on the land that was purchased or granted to the family.

TRAVEL

Travelling between scenes is always automatic unless a major story concept must be introduced. The gamemaster may decide how long the journey actually takes and how tired the characters may be once it is completed (fatigue is common among travelers). After all, travelling in the Old West can be both dangerous and tedious.

Characters have many diverse options for travel—by foot, horse, cart, wagon, train, or even boat if along a river. Travel between distant cities is likely to take weeks, if not months for further distances, although trains can greatly shorten times. Getting lost is always a possibility and makes for good subplots and diversions.

MULES

Mules are a very common animal for moving gear, as they can haul heavy loads. They can be ridden if necessary, but only if characters are not expected to arrive anywhere quickly.

HORSES

Horses are extremely versatile as they can be used to carry both people and equipment. There are a number of different types of horses, some bred for speed, and others for hauling. Even the slowest horse can move faster than a mule.

WAGONS

Although requiring horses for locomotion, wagons are extremely important for moving large quantities of goods. Carts and open/covered wagons are ideal for large, bulky materials, while buggies and coaches are utilized primarily for carrying passengers. The more cargo carried, the more horses are required to pull the wagon. Because of this, the cost of operating wagons can be quite high, and many get in over their heads, not realizing that additional horses may be required on long journeys.

WAGON TRAIN

A fleet of wagons travelling great distances is called a wagon train. The train is often composed of several families heading west with the dreams of creating homesteads, but business trains are also present, carrying goods to nearby territories for profit.



COYOTE TRAIL WILD WEST ROLEPLAYING

TRAIN

Steam-powered trains connect the East to the West by 1869, making travel back and forth much easier. Eastern railway lines are more extensive, and can take travelers to just about all the states, but wagons are still required to reach trains in the western territories.

COMMON TOWN SITES

The following buildings are common in western towns. Characters will most likely have access to them in any given town, although it depends on its size.

TOWN HALL

Most important decisions in a town are made here. The hall is a meeting place for both public officials and those who take an interest in town politics and development. This building is typically located in the center of town, though it could also be a more prominent area.

SALOON

Every western town has a saloon for its weary citizens to relax, carouse, play cards, and of course, drink alcohol. Saloons always have bartenders and more often than not, attractive barmaids. The downside of these establishments is that they also attract gamblers, outlaws, con-men, and prostitutes. As a result, saloons become a hot-spot for trouble.

GENERAL STORE

A variety of goods can be purchased from general stores. Canned foods, clothing, tools, firearms, and sometimes even fresh eggs and milk can be found, making the general store an important source of supplies for a town's citizenry and nearby homesteaders.

TELEGRAPH OFFICE

The quickest method for sending messages to distant towns is the telegraph. Wiring messages is as simple as handing a clerk a letter and paying him. Some locations can even wire money. Reception is almost immediate thanks to the large network of telegraph poles.

BANK

Banks are often the safest places to keep your money, although theft does still occur. They offer a good rate of interest for cash stored in their vaults, and this cash is a prime source for loans. It is unlikely to see more than one bank in small towns, but two or three may be found in large ones.

TRAIN

Hotels are invaluable to transients, such as touring performers and other travelers. Staying in a hotel with a higher rate is a status symbol, and works well to separate the classes.

BARBER SHOP

Small towns are likely to have at least one barber shop that everyone uses. For a small fee, it is an easy way to get clean shaven. Barbers are usually inexpensive, friendly, and a good source for gossip and information.

LIVERY

The livery is a stable turned business. It will not only provide shelter and food for your horse, but owners often rent or even sell horses to those in need. Some also keep chickens.

SMITHSHOP

Town blacksmiths are responsible for shoeing horses, and forging metal tools and gear such as pulley systems. Blacksmiths are invaluable and often work with liveries and general stores, providing tools and performing repairs.

BUTCHER

While small towns probably would not have a dedicated butcher, boomtowns do require a steady food-source. Hunters sell their catches to the butchers, who, in turn, sell various cuts of meat to local residents and saloons.

THEATRE

Found only in larger towns, theatres provide a place for performers to display their talents, and allow citizens to relax and be entertained. Theatres sometimes also double as a meeting place for official town functions.

JAIL

Criminals have to go somewhere. Local jails hold those who await trials under the county magistrates and must be transported to larger towns. Others are held in jails for minor offenses, such as public drunkenness and petty theft.

RAILWAY DEPOT

Many towns are built near railway depots in order to receive a steady stream of necessary supplies. Florida oranges are the single largest commodity transported by the railroad. Riding trains is the quickest method of reaching distant towns and cities, and especially travelling from coast to coast.



BROTHEL

It is up to a town's council and sheriff to run *ladies of the night* out of town. Otherwise, the town is likely to have a brothel or, at the very least, a set of rooms above a saloon dedicated for that purpose. If declared illegal in a town, a brothel is probably located just outside the town limits.

OPIUM DEN

Addicts pay any amount to forget their troubles, and opium dens exploit that flaw to great effect. While dens are not illegal, they are frowned upon by the Church and those of strong moral fiber, citing such addictions as corruptions of the devil.

SCHOOLHOUSE

Teachers may or may not have dedicated buildings in which to teach their pupils. Schoolhouses often get the least funding, and so are likely to be old, decrepit structures with little upkeep. Teaching is more likely to be handled by parents or in one's home, hotel room, or even a meeting hall.

GRAVEYARD

Death is a common occurrence in the West, and bodies need to be buried somewhere. Graveyards can be located beside church buildings, empty fields, or even on the side of mountains.

CABIN

Sometimes cabins in the wilderness can be seen from town. These often belong to homesteaders who decided to stay close to town, although sometimes it is just that towns grow so big that they encroach on the homesteads. In other cases, wealthy businessmen prefer to create a separation between themselves and the town in order to show their status. Living in a cabin away from the town is the direct result of this intention.

CORRAL

Corrals are fenced-in areas, used to confine livestock, such as horses, cattle, and pigs. Mostly prominent on the outskirts of a town or as part of a ranch or homestead, corrals are easily penetrated and opened, leading to rustling (the theft of livestock).

NEWSPAPER OFFICE

Even small towns sometimes have local papers since people need to know what is happening around them. While smaller papers may not employ the most talented reporters, their print shops come in quite handy for producing wanted posters, announcements, and official documents for the town authorities.

THE GANG

In Coyote Trail, players are intended to portray characters who are all part of the same group, be it a bunch of outlaws, lawmen, businessmen, or simply close friends or family who look out for each other. For purposes of simplicity, this group of characters is referred to as "the gang."

As a gang, all characters share the same goal and base camp. While the gang's goal is used to develop the central theme of their stories, an individual character's goals can be quite different from that of others, providing plot twists and ideas for subplots. When creating characters, the gamemaster should decide upon a common goal that all characters share and make it the gang's goal. In addition, all players should describe one to three additional goals for their characters, so that the gamemaster can mold the included scenarios and future stories into more riveting adventures based on the characters' needs.

A base camp is a semi-fixed location at which all members of the gang reside or at least meet on a regular basis. Base camps can be anything from boomtowns to small patches of land along private trails. Examples of how gang can be formed and make use of base camps are provided below.

GREENHORNS

The gang arrives in the West and temporarily settles in a boomtown, making use of one of its more luxurious hotels. Intent on starting a new life with the promise of riches that are said to be found in the West, the gang seeks to start or take over a business, such as a newspaper or saloon, along with a little prospecting on the side. Filled with tales of success and legendary cowboy exploits, the gang has no idea of the tough life they are about to find.

HOMESTEADERS

The gang is composed of multiple families, each settling on their own neighboring homestead. They must complete the initial hardships of living on a homestead—building their cabins, planting their crops, penning in their livestock, and locating steady sources of food. They have each other for support, but when food becomes scarce in the winter and the freezing cold dampens their morale, can they truly work together or will they decide to fend only for themselves?

PROSPECTORS

The gang has always been bent on finding gold and getting rich. Their dreams have finally come true. They now work and live on the side of a mountain where the mine is located. But others sometimes venture too close and claim-jumping is a common occurrence in the West. While they have filed a claim



COYOTE TRAIL WILD WEST ROLEPLAYING

for the mine, the gang works to extend their claim in order to keep others from getting to any of the gold. They work feverishly not only to collect as much gold as possible, but also to fortify the perimeter of their claim and extending its size legally. The larger the better, as this will keep others as far away as possible from the actual mine.

CATTLE RUNNERS

It's hard work, but to the cowboys, it is a way of life. Most of the year, the gang lives on the ranch, taking care of the cattle in their charge and getting to know each other. Then that special time of year arrives—moving their cattle to the slaughterhouse or other location requested by the buyers. They must keep the animals under control, and watch for stragglers and those that wander away from the herd. They live under the stars, along the trails. And if rustlers or thieves should appear, cowboy justice takes care of them.

CATTLE RUSTLERS

The cowboy way is honorable if one can find work, but the gang has been unable to do so thanks to big business moving in on their territory. Desperate, they take to the wilds, moving along the dusty trails, and sleeping under the stars. Finding the gang in the same place twice is rare since they are always on the run, but they do make use of the same trails countless times. To make ends meet, they have turned to a life of crime, rustling cattle from the businessmen who stole both their way of life and their livelihoods.

LAWMEN

The town was nearly in ruins. Crime ran amok and no one was willing or able to take control. Then one day, the gang had enough. They took up arms against their fellow citizens and appointed themselves sheriffs. Now the town is at peace, and its citizens look to the gang as revered leaders. They can do no wrong in the people's eyes. But what happens if their goals suddenly change? Should they not be compensated for all the risks they took? There has to be more to life than walking around with a gun and badge. The gang, after all, just wanted to clean up the town—they never wanted to be leaders.

NATIVE BANDS

After the rest of their tribe was decimated and forced off their land, the gang and their families took up residence in a small village. The gang now struggles to survive, avoiding conflict with those who seek to utterly destroy their way of life. They have many friends in the village; the inhabitants are tolerant and even feel sorry for what happened. But it is questionable as to whether these *friends* would actually risk their own lives when the soldiers come to drive what is left of the tribe, from the area entirely.

CAVALRY PATROL

The gang is based out of a fort in a strategic position. Their goal is to defend the territory from the native tribes and assist the local marshalls in curbing capital crimes. The fort is well defended and filled with a large number of troops and equipment. The gang members were all posted to this assignment. Many rised in the ranks together, but others are reassigned from other forts, some with extremely different viewpoints and traditions. This is often the basis for internal conflicts among the soldiers.

ON THE DODGE

The gang has committed a series of train and bank robberies, and is now in hiding. They travel and camp along the coyote trails. They have many enemies—the people from whom they stole, the authorities, and possibly even the cavalry. But if they bide their time and commit further offenses only upon unsuspecting victims, the gang should be relatively safe.

SUBPLOTS

The following examples can be used as subplots for individual characters. These can lead to full-blown stories should the player or gamemaster wish to explore them further.

THE TEMPTRESS

A beautiful woman has entered one of the character's lives. She has become quite close and will potentially marry him. But does she have ulterior motives? Is she after his money or out to split up the gang? And what happens when she tries to seduce another member of the gang? Of course, she could also be genuinely interested in the character.

FRIENDS AND FAMILY

The character has a spouse and children, or even a close personal friend. They might require his protection and are a constant source of worry for the character.

PERSONAL DEBT

The character is in debt to someone and is always trying to raise cash to pay him back. Will he steal from the gang or is he is willing to take on even the most menial of jobs?

YOU SAVED MY LIFE

The character has saved someone's life. This person has decided to tag along with the character and pay him back for his kindness. A more interesting twist would be for the person to be Chinese or a native. How does the gang feel about this extra mouth to feed?



COYOTE TRAIL WILD WEST ROLEPLAYING

RIVALRY

The character holds a grudge against another individual controlled by the gamemaster. He may be a neighbor, town citizen, or even a relative. This rival may surface from time to time, but is not a major personality. He is likely to cause trouble not only for the character, but also for the gang.

DUTY

The character is sworn to fulfill some duty. It may be a promise made to a friend or an order given by a superior. It does not need to be carried out, but a sense of guilt will always be present until it is. If the person owed the duty finds out that the character has not fulfilled it, he may become violent or act against him in some other manner.

THE PLOT

The character is secretly working towards the death or humiliation of another character—another member of the gang, public official, or any other person in an important role. This may be out of vengeance, duty, or even some petty reason like jealousy.

MYSTERY

The character does not like unsolved mysteries and may stay behind the gang in order to solve one. He may also recruit some or all of the gang to help him, taking them away from their legitimate duties.

ROMANCE

The character has become attracted to another character and attempts to remain close to her. This may either annoy or please the other person, or even cause rift between him and the gang if he should decide not to come to their aid or carry out his duties.

THE CHALLENGE

Someone has challenged the character to a fight. The character may decline the challenge and be branded a coward, or accept and be required to travel a distance to reach his opponent. Is the gang willing to go with him? Do they even care about such things?



STORY IDEAS

The following story ideas are common themes in the West. The gamemaster can use them to build his own, more complex stories.

THE POSSE

Someone has committed a serious crime and is on the run from the law. The gang is forming a posse to bring the fugitive to justice. This could be the start of a long story that takes the gang deep into the wilderness, or a hunt which jumps from town to town.

THE CROOKED SHERIFF

A new sheriff has been appointed to the town where the gang is currently residing. At first he was quite friendly and helpful, but now he has shown his true face and is corrupt and evil. He has deputized many of his friends and the townsfolk are no match in a gunfight. The gang must bring evidence of the sheriff's villainy to the nearest magistrate and hope that they can convince him to sign a warrant for the sheriff's arrest. They will also need the help of some marshals. If the gang decides to take decisive action, it may result in bloodshed.

THE LYNCH MOB

A crime has been committed and the townsfolk in which the gang is currently residing are ready to hang the person they feel is responsible. The gang may receive clues that lead them to believe in the man's innocence. Those who are compassionate and lawful cannot stand for the death of an innocent and must protect him from the unruly crowd and prove his innocence. Ironically, the man may truly be guilty.

COWBOY JUSTICE

Someone close to one or more members of the gang has been hurt or killed by a wealthy or authoritative individual in a local town. The law refuses to get involved because of a lack of evidence. The gang is forced to take matters into their own hands and must deal with the problem in a discreet manner so that the law never finds out. It is also possible for the gang to uncover evidence, but that is largely a futile path.

GANG TOWN

A violent gang has made the town in which the players' gang resides its home. They are always there and always causing trouble. The sheriff is too afraid to deal with them and may even be on their payroll. It is up to the players' gang to drive the bullies out of town.



COYOTE TRAIL WILD WEST ROLEPLAYING

SWINDLED

One member of the gang, his friend, or family has been cheated by a big businessman. This could involve the loss of property or a considerable sum of money. The gang must find a legitimate way to get the money or property back. If they stoop to criminal means, they will probably be arrested.

THE WRONG MAN

One member of the gang has been wrongfully accused of a crime and is being held in the local jail. He will eventually be transported to the nearest city with a magistrate to stand trial. The evidence against him is very incriminating and the rest of the gang must find a way to clear his name. They can also attempt to break him out of jail, but that would only result in the organization of a posse against all of them.

LOUD NEIGHBORS

A neighbor to the gang of homesteaders is causing them considerable grief. Gunshots can be heard at all times of the night and they are always throwing parties. What is a gang of honest, hard-working family men to do?

HAUNTED HOMESTEAD

Something strange is going on around the gang's homesteads. They are hearing eerie noises and seeing ghostly lights. Their cattle are disappearing only to be found on the other side of their properties. Wolves are no longer seen trying to sneak a meal on the properties, so who is playing games and why?

THE CARD SHARK

One member of the gang loses a lot of money to a poker shark. He originally chalked it up to luck, but now suspects that the man was cheating. Making false accusations can be deadly, so he does a bit of snooping to find out about the shark's past.

VENGEANCE

A long time ago, one or more members of the gang were wronged. They may have done time in jail, were betrayed by a close friend, or their reputations were horribly scarred. The person responsible has returned to town, possibly to apologize, but probably by accident. The gang wants to take revenge for what the person has done to them.

FORECLOSURE

One member of the gang is in debt, and has put his homestead or cabin up as collateral for a loan. Because he was unable to pay back the loan, the bank (or loan shark) has decided to repossess. The gang must come up with a large sum of cash by Friday at noon in order to save the property.

TRAIN/COACH ROBBERY

The gang decides to rob a train or wagon coach carrying wealthy businessmen and their families. Has the gang turned to a life of crime or have they turned into Robin Hood and his men? Is there more to the story or are they being led astray by their gamemaster?

KIDNAPPED

A character, friend, or family member is being held for ransom. The gang must find him before it is too late. Even if they pay the ransom, the hostage will probably not be released.

JAIL BREAK

A dangerous killer has broken out of the town jail. He may just try to escape capture, but will more than likely try to silence witnesses and those who led to his capture. The gang may be deputized to help bring him to justice before he disappears along the coyote trail or commits another murder.

BOUNTY

A bounty has been offered for the capture of one or more members of the gang. People will come from all over to capture them and collect the reward. The gang must flee town or hold off their adversaries. The coyote trail seems to be a safe choice, but what about their families and the life they worked so hard to build?

BOUNTY HUNTERS

The gang has been paid or offered a bounty to track down and capture or kill a criminal (or wild animals) terrorizing the town and nearby homesteads. This can be an excellent way to find the money needed to pay off a debt.

HAZARDS

As with any frontier, hazards must be considered when traveling. Inventive gamemasters should be able to weave scenes based on encounters with hazards into their stories. A few common hardships of the West are described below.

BANDITS

Outlaws litter the West. They prey on trains and coaches, especially those carrying wealth passengers. In rare cases, trains are hijacked, but more often than not, bandits simply board the train, six-shooters in hand, and collect valuables from the surprised riders. Stagecoach robberies are also common, with people's life-savings disappearing in minutes as the criminals ride off unchallenged.



COYOTE TRAIL WILD WEST ROLEPLAYING

CAVALRY CROSSINGS

The cavalry often patrols the West, assuring that natives maintain their distance and follow the terms of their countless treaties. Ironically, the treaties are often broken by the cavalry and U.S. government, although native incursions are also at fault. Off-duty cavalymen do not always live up to their uniforms, and sometime behave badly when in town or facing temptation, particularly when they are drunk.

VENGEFUL KILLERS

Murderers who escaped jail (and ultimately hanging) often stalk those responsible, waiting for the perfect moment to take revenge. One method is for the outlaw to follow his victim into the wilds and kill him before reaching the end of the trail.

DESERTLAND

Many regions of the West are composed of dry, desolate areas. Daylight travel through these areas is extremely dangerous due to high temperatures—water and protection from the sun are necessities. Night-time travel is almost as dangerous, as the extreme cold requires a different sort of stamina, and nocturnal predators are always on the hunt. Dust storms can also hinder travel, and even cause serious bronchial problems and other health issues.

WILD ANIMALS

Predators litter the West. From wolves to mountain lions, wild creatures are always on the lookout for prey. Some are more active at night, but then again, night-time travel is always more dangerous.

WARRING NATIVES

Conflicts between native tribes often show themselves in the West. The cavalry does not interfere in such battles, but is often dispatched to protect towns and settlements when the fighting comes too close for comfort. At times, native tribes also break treaties and attack those whom they believe to be encroaching on their territories. In addition, lone natives or native gangs are also known to harrass settlements and travelers. Their intentions can vary from simple intimidation or molestation, to complete blockades or murderous rampages.



COMMON GOODS

Currencies in the West during the first half of the nineteenth century were minted by individual states. Thus, each issued different paper and coin denominations, and not all would be accepted in different areas of the West. For the sake of simplicity, Coyote Trail concerns itself with only federal notes and coins that were standardized to denominations in use today, although other denominations may also be used at the discretion of the gamemaster—two-cent, fifty-cent, and two-dollar bills and coins, for example. As a substitute for currency, gold can also be used for purchases, but it must be weighed carefully in order to determine its dollar equivalent.

CLOTHING

Boots	\$4 to \$8
Hats	\$2 to \$20
Gloves	\$1 to \$5
Rugged Clothing	\$8 to \$10

This includes leather vests, heavy jackets, dusters, long Johns, and wool clothing.

Women's Fancy Attire

\$12 to \$20

Complete women's ensembles include a dress, corset, nice shoes, undergarments, and possibly a hat, fine gloves, and a fur wrap.

Men's Fancy Attire

\$15 to \$20

Complete men's ensembles include trousers, belt, necktie, shirt, shoes, socks, vest, jacket, and possibly a hat and handkerchief.

GENERAL GOODS

Eyeglasses

\$1

These spectacles and other vision aids are not perfect, and often only provide a slight improvement.

Pocket Watch

\$5

Those who have a watch can always keep time.

Suitcase

\$2

Suitcases come in a variety of shapes and sizes. They can hold a few night's clothes at most.

Trunk

\$5

Trunks are useful for long journeys or a change of residence, as they can fit an entire wardrobe.

Cigar

1¢

Cigars are often sold individually in saloons or by the box (ten cigars or more) in general stores.

Laudanum

\$2

Laudanum is a liquid concoction containing opium. It is considered a cure-all, but primarily used for relieving pain.



COYOTE TRAIL WILD WEST ROLEPLAYING

SPECIALTY GOODS

Blacksmithing Tools \$30

This set of tools includes, but is not limited to, a hammer, anvil, bellows, and pliers.

Camera \$10

The camera can memorialize any event, but is worthless without the tools needed to develop the pictures.

Camera Gear \$1

This set of accessories includes a camera stand, tent, paper, chemicals, and flash powder.

Carpentry Tools \$5

This set of tools includes, but is not limited to, a hammer, nails, saw, and rulers.

Locksmithing Tools \$8

This set of tools includes keys, tumblers, and small picks.

Medical Bag and Instruments \$30

The doctor always carries his medical bag. It contains bandages, tonics, ether, and instruments.

Plough \$8

Homesteaders and farmers who raise their own crops usually employ oxen to pull ploughs. These incredibly useful tools help to prepare the land for planting.

Prospecting Tools \$5

This set of tools includes a shovel, pick, bags, fuses, pan, and scales.

Snake Oil \$1 to \$3

Snake oil represents any cure-all potion sold by general stores, sidewalk vendors, or mysterious drifters. Most are worthless. Those that work usually contain laudanum.

Typewriter \$20

Writers and newspaper-men use typewriters to inscribe their words.

VALUABLES

Gold (one ounce) \$20

Silver (one ounce) \$1.50

Common Gold Jewelry (earrings, rings, etc.) \$5 to \$50

Common Diamond Jewelry (rings, etc.) \$20 to \$200

WEAPONS

Axe \$4

Knife 50¢ to \$5

Derringer \$5

Revolver \$10 to \$20

Rifle \$15 to \$50

Shotgun \$10 to \$20

Revolver Holster \$1 to \$4

Bullets (box of 100) \$2

Shotgun Shells (box of 100) \$3

TRANSPORTATION

Donkey \$10

Donkeys, burros, and mules are used to carry a small quantity of goods, such as those that can fit within a saddlebag. These animals can also be used to pull small carts.

Horse \$25 to \$100

Horses come in a variety of types, from fast to powerful. Those found to be injured or worthless are often shot. Stealing a horse is considered one of the worst crimes in the West.

Ox \$50

Oxen are powerful beasts, often employed to pull farm ploughs, wagons, and other heavy objects.

Riding Gear \$30

This complete riding set contains a saddle, reins, collar, bit, and saddlebags/patches.

Cart \$15

Carts are used to transport goods. They are pulled by donkeys, oxen, or horses.

Buggy \$60

Buggies are small two-seat wagons and are mostly used to get around town.

Wagon \$50

Wagons are designed with a flat area to carry large amounts of goods.

Coach \$50 to \$100

Coaches are designed to carry people. They are enclosed and contain minimal space for cargo.

Stage Coach \$500+

Stage coaches are oversized coaches, designed for long journeys. They are often made into luxury coaches for the upper class, but comfort is still limited due to their very nature.

SERVICES

Sarsaparilla (glass/bottle) 2¢/50¢

Whiskey (glass/bottle) 10¢/2.50¢

Theatre Performance 50¢ to \$5

Newspaper 1¢

Bathhouse 50¢

Boarding House (room per week) \$1 to \$5

Hotel (room per night) \$1 to \$5

Single Hot Meal 25¢ to \$1

Shave and a Haircut 25¢

Stable (per night) 25¢ to 50¢

Train Ticket \$50 to \$100

Stage Coach Ticket \$10 to \$200

Telegram \$2 to \$5

Parcel \$1 to \$10





EXPANDING THE GAME

While everything you need to play has already been presented to you, this chapter contains additional material that can extend the usefulness of the game. This includes improving characters in on-going games, time-saving suggestions for non-player characters, making the game more cinematic, adding more detail when using firearms, and, finally, converting characters between different systems.

This sections presents a few tips on expanding the game, as well as alternate rules.

CHARACTER ADVANCEMENT

If you intend to use these rules for extended gaming (multiple sessions or an entire story), players should be allowed to gain and spend experience points on their characters. Experience reflects that which is learned during the course of their adventures and can improve their skill and, sometimes, their ability.

Experience may be gained in the following ways after each gaming session:

- Players who repeatedly chose to forego violence and roleplayed their way out of a dangerous situation receive two (2) points of experience for each occurrence.
- Players who stayed in character the entire session, not straying from their character's beliefs or background, receive three (3) points of experience.
- Players who have repeatedly described their character's actions cinematically or creatively receive two (2) points of experience.
- Each character receives one (1) point of experience by default if no other experience was awarded.

Experience may be used in the following ways after each gaming session:

- The expenditure of twenty (20) points increases an ability rating by one. The ability may not be raised above five (5).

- The expenditure of ten (10) points increases a skill rating by one if the associated ability is two or less. The skill may not be raised above eight (8).
- The expenditure of five (5) points increases a skill rating by one if the associated ability is three or more. The skill may not be raised above eight (8).
- The expenditure of ten (10) points adds a new skill at level 1 to the character's repertoire if the associated ability is two or less.*
- The expenditure of five (5) points adds a new skill at level 1 to the character's repertoire if the associated ability is three or more.*
- Horses can be tamed by spending twenty (20) experience points. Once tamed, the horse can also be trained to respond to single word commands or single gesture actions such as approaching the character when whistling or kicking his hind legs when hearing the word kick. Characters must spend an additional ten (10) experience points to train a horse to obey each command or action.
 * If no one ability is relevant (such as for composure), the cost is ten points.

EXPERIENCE: SPENDING POINTS

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points
taming a wild horse	20 points
training a horse	10 points



CLICHES

Cliches are gimmicks that are designed to simulate more cinematic and stereotypical themes present in popular western television programs and films. Cliches are separated into four different categories: fighting, riding, carousing, and miscellaneous.

Cliches may be chosen by players like other gimmicks at the gamemaster's discretion. In addition, some vocations provide free cliches or a choice of cliches from a particular category.

VOCATIONAL CLICHES

★

cowboys	any one riding cliché
gamblers	any one carousing cliché
homesteaders	any one miscellaneous cliché
businessmen	any one carousing cliché
lawmen	any one fighting cliché
doctors	any one carousing cliché
drifters	any one cliché of any category
teachers	any one carousing cliché

★

FIGHTING CLICHES

Bullets Unlimited	the character never runs out of ammunition for his revolver or rifle
Cinematic Shot	the character receives a bonus of -2DIFF on an attack task if it immediately follows a successful athletics-based acrobatic/cinematic feat from the preceeding turn
Dirty Fighter	the character knows plenty of dirty fighting tricks that always seem to work; once per fight, the character can use a dirty trick (which must be described in detail by the player) to automatically win the reaction roll against a single opponent
Drunk Shot	the character can use his firearms skill only while intoxicated (with no penalty due to intoxication)—if he is not intoxicated, his skill rating is halved (round down)
Knockout	a successful surprise brawling strike to the head of an opponent causes him to fall unconscious for the remainder of the scene

Lighting Reload

the character can reload his weapon immediately and instantly after firing the last shot, so long as he has ammunition on his person

Lightning Shot

the character only requires one firearms task to determine if up to four extras have been hit

Mortal Shot

a successful gunshot by the character causes extras to fly backward several feet and fall to the ground either incapacitated or dead (gamemaster's discretion)

Revelations

upon receiving five or more grades of injury, the character reveals that he is wearing an armored plate under his coat—his level of injury is reduced by two (2) grades

Wake-Up Call

the character never gets hit by the first shot or volley of shots from an opponent or group of extras respectively

RIDING CLICHES

Horse Wrangler

in the wilds, the character can always find a group of horses—no matter how bleak a firefight, horses can always be rounded up for a dramatic escape

Horse Whisperer

the character shares a very special rapport with horses, and can give them simple verbal commands that are usually obeyed (but not all the time, as stubborn horses in particular do not obey)

Iron Balls

the character is always successful at vaulting into the saddle, or jumping from great heights and landing on his saddle with no ill effects

Tough Rider

the character is extremely tough on his mount and can make the horse attempt a prostrated task at will due to his strict riding discipline

Surefire Rider

the character can read, reload, fire his gun, or perform any other action without penalty while riding a horse

Surefire Driver

the character can read, reload, fire his gun, or perform any other action without penalty while controlling a wagon



COYOTE TRAIL WILD WEST ROLEPLAYING

CAROUSING CLICHES

Cavalry Buddy	the character has a friend in the cavalry who can provide free horses, weapons, and other army-related supplies on a temporary basis; should the gear not be returned within a matter of days, cavalry officers begin searching for them and arrest anyone who has the gear in their possession	Show-off	the character can spin and twirl his pistols, providing a bonus of -2DIFF on a performance task; the bonus is also applied when trying to redirect attention away from a finesse task
Cussing	the character curses so often and so loudly that he receives a bonus of -1DIFF on all intimidation tasks, but a penalty of +2DIFF on all negotiation tasks	Sidekick	the character has a loyal friend and receives a bonus of -1DIFF when helping the friend out of a jam; the friend also receives this bonus when providing aid to the character
Feminine Aura	men are always flustered in the presence of the character—all seduction and intimidation tasks targeting men receive a bonus of -2DIFF (women only)	Spitter	the character always has a mouthful of chaw and can use his spit to convey his feelings and intent to his friends without saying a word; while this cannot be used for a conversion, it can be utilized in situations where speaking is not ideal
Friends in High Places	the character is a friend of the local mayor and receives considerations from his staff, such as the passing of requested ordinances	Social Drunk	the character can use his influence-based skills only while intoxicated (with no penalty due to intoxication); if not intoxicated, his influence-based skill ratings are halved (round down)
Friends in Low Places	the character is a friend of the local gang and can receive shelter, supplies, and even weapons from them	Tribal Ally	the character has a friend or relative in a nearby Indian tribe that can provide shelter, horses, and other native-related supplies
In the Family	the character is a relative of the local sheriff and receives considerations, such as ignoring illegal activity and the surveillance of rivals	You're Dead	many legendary rumors are circulating about the character—all street cred and intimidation tasks receive a bonus of -2DIFF
Indian Lore	the character quotes (or invents) cryptic pieces of native lore that provide a bonus of -2DIFF on all negotiation tasks	MISCELLANEOUS CLICHES	
Native Visage	the <u>native</u> character has such a fearsome visage that he receives -2DIFF on all intimidation tasks and +2DIFF on all negotiation tasks involving the white man	Escape Artist	the character can free himself from cuffs, ropes, or bars within a few minutes provided no one is looking
Rugged Charm	no matter how dirty or scruffy the character looks, he always seems to get the girl by the end of each story—all seduction tasks targeting women receive a bonus of -2DIFF (men only)	Know-it-all	The character is well-read and has an academic background—he has a rating of 2 in every reasoning-based skill (this does not affect existing skills with a rating of 2 or higher)
		Unshakable Pet	a mangy, redbone hound always follows the character around and warns him at the first sign of danger—when the dog barks, the character receives a bonus of +2 on his reaction roll



EXTRAS

Extras can be important in a game. They are used as henchmen, friends, obstacles, sources of information, and of course, cannon fodder. What sets extras apart from the antagonist/protagonist set of characters is that they require very little detail and can be created and dealt with much quicker than normal. Player characters always defeat extras in tasks unless the outcome is important to the progress of the story.

CREATING EXTRAS

Extras only possess one ability—this determines their primary function. Its rating represents not only the extra's potential, but also his training—assign a rating based on the desired level of competence (see the table on page 3). Skills can be assigned as needed based on their function, and using a rating equal to the extra's ability rating. Backgrounds and gimmicks may also be assigned at the gamemaster's discretion.

TYPES OF EXTRAS

physical extras	fitness
observant extras	awareness
artistic extras	creativity
intelligent extras	reasoning
social extras	influence

AN EXAMPLE

For example, a sheriff would possess the fitness ability since he usually enforces the law, but a territorial marshall whose job it is to hunt down outlaws through investigation would possess the awareness ability. An experienced and talented extra would have a rating of four or five, while an average one would have a rating of two or three. The sherrif would be able to use firearms at a skill level equal to his fitness ability.

HURTING EXTRAS

The gamemaster is not required to track health for extras, but may do so if he chooses. A simpler method is for successful attacks that inflict fatigue to cause extras to fall unconscious, and attacks that inflict injury to cause extras to become incapacitated.

SAMPLE EXTRAS

cowboy	fitness
lawman	fitness
saloon owner	reasoning
bartender	creativity
mayor	influence
prostitute	creativity
blacksmith	reasoning
prospector	awareness
gambler	awareness
bandit	fitness
magistrate	reasoning
tribal brave	fitness
tribal chief	influence
teacher	reasoning
soldier	fitness
general	influence
mayor	influence
foreign investor	influence
thespian	influence
carpenter	creativity
train engineer	reasoning
doctor	reasoning
hunter	awareness
journalist	creativity
mayor	influence
coach driver	awareness
gunslinger	fitness
banker	reasoning



DRAMATICS AND HEROICS

The following rules changes can be adopted in order to alter the intensity of the game to one of two extremes—dramatics and heroics.

DRAMATICS

Rolling dice can be a trap to some. It encourages a reliance on high skill ratings rather than creative roleplaying. One way to prevent this is to use dramatics. This is achieved by making abilities limit skill ratings—no skill rating may be raised above twice the value of the corresponding ability. For example, a character with a fitness of three (3) cannot have a firearms rating greater than six (6). This style of play works best for gritty and ongoing games in which the gamemaster wants to foster a sense of character development or verbal interaction.

HEROICS

Normal characters probably won't last long in a combat-intensive game—players should either learn to avoid combat or understand the advantages of taking cover. One way to keep characters in the game longer is to make them heroes—their armor rating is equal to their fitness rating. By going this route, it could potentially take considerable firepower to incapacitate them.

Another method is to make all players roll a bonus die when attempting tasks. This works just like the way bonus dice are used in the basic rules—compute the sum of the two lowest dice for your dice total. This will greatly increase the character's odds of success. This style of play works best for one-shot and operatic games.

KNUCKLEDUSTER FIREARMS SHOP

Some people prefer a more detailed look at gunfights. For this, we recommend The Knuckleduster Firearms Shop, a book dedicated to organizing and explaining a wide range of historical firearms found from 1849 to 1900. New rules are also presented below to both integrate the weapons and provide advanced methods for using them. These rules may also be adopted without The Knuckleduster Firearms Shop, although some may require additional work. The various weapon traits are measured using a descriptive, seven-word scale—a key is provided for each to adapt them to Coyote Trail.

If you would like to purchase a printed copy of The Knuckleduster Firearms Shop, visit the Politically Incorrect Games web site or the Knuckleduster online store at:

[HTTP://WWW.KNUCKLEDUSTER.COM/STORE/](http://www.knuckleduster.com/store/)

WEAPON DAMAGE

Weapons damage in the Firearms Shop converts easily for use with Coyote Trail. Simply reference the appropriate word description for each trait to find the weapon's damage value.

CONVERSION OF THE FIREARMS SHOP DAMAGE ★

stun	1FAT
minimal	2FAT
light	2INJ
medium	3INJ
serious	4INJ
severe	5INJ
massive	6INJ

DRAWING SPEED

Drawing speed represents how quickly a weapon can be drawn from a holster or concealed area to immediate use. The converted rating is applied to a character's reaction roll when performing quickdraw maneuvers.

CONVERSION OF THE FIREARMS SHOP DRAWING SPEED ★

superb	+3
great	+2
good	+1
fair	—
mediocre	-1
poor	-2
terrible	-3

RATE OF FIRE

Rate of fire represents how many shots a weapon can fire in a single turn. A separate task roll is made for each shot and a penalty of +1DIFF per shot after the first is applied. A rating of superb indicates that only one task roll is made and damage is doubled (tripled for triumphs).

CONVERSION OF THE FIREARMS SHOP RATE OF FIRE ★

superb	a lot
great	more than 5; see weapon description
good	5 rounds
fair	3 rounds
mediocre	1 round
poor	1 round; reload takes 1 turn
terrible	1 round; reload takes 3 turns



COYOTE TRAIL WILD WEST ROLEPLAYING

AN EXAMPLE

Earl can fire three shots per turn from his Colt Model 1873 single-action .45 Peacemaker Model P, because it has a rate of fire of fair (see *The Knuckleduster Firearms Shop*, page 90). Each shot receives a penalty of +2DIFF if all three shots are fired. If only two shots are fired, each receives a penalty of +1DIFF.

RANGE

No conversion is necessary for a weapon's range, although the terminology used is somewhat different. Consult the table below to determine the appropriate difficulty values for range.

CONVERSION OF THE FIREARMS SHOP RANGE

close	short; routine (0)
medium	medium; challenging (4)
long	long; impossible (6)
maximum effective	extreme; impossible (7)

RELOADING

Reloading times do not require modification as the length of turns in the Firearms Shop and Coyote Trail are approximately the same—five (5) seconds.

CONCEALMENT AND COST

These are not important factors as far as rules are concerned. Follow the guidelines presented in *The Knuckleduster Firearms Shop* for their use.

RELIABILITY

A calamity indicates a misfire—see the various quirks provided in the Firearms Shop.

THUMBING AND FANNING

Thumbing (also called slip-hammering and thumb-busting) is where the shooter keeps the trigger pulled while using his thumb to flick the hammer to fire the weapon. This increases the drawing speed of a single-action weapon by one level. If not using *The Knuckleduster Firearms Shop*, increase the character's reaction roll by one (1).

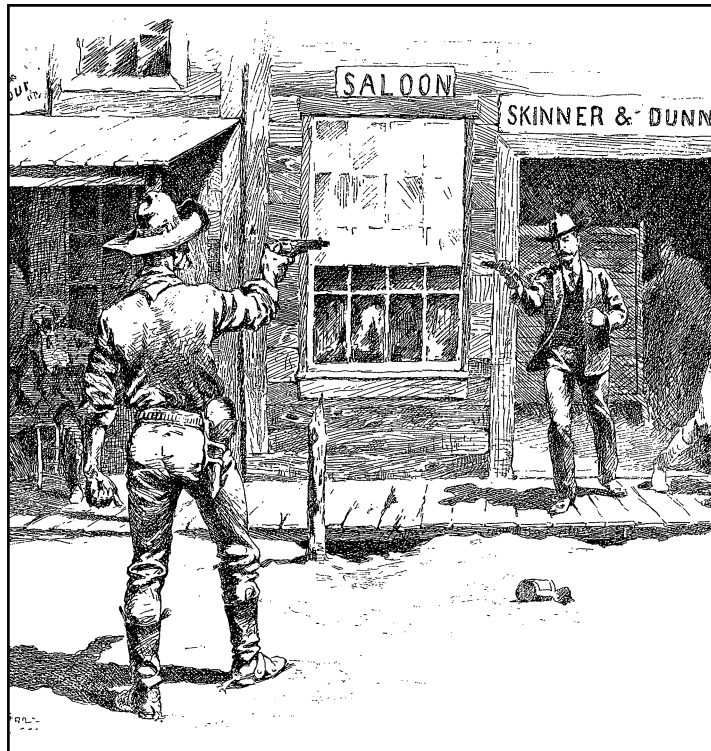
AN EXAMPLE

Earl's Peacemaker has a drawing speed of fair which provides no bonus when performing quick-draws. When thumbing, however, its drawing speed becomes good, so it provides a bonus of +1 to Earl's reaction speed for quick-draws.

Fanning (also called hammer-slapping) is similar to thumbing, except that instead of the shooter using his thumb to operate the hammer, he slaps it quickly and repeatedly with his opposite hand. This not only increases the drawing speed of a single-action weapon by one level, but also increases its rates of fire by one level. If not using *The Knuckleduster Firearms Shop*, allow the character to fire up to four shots, each receiving a penalty of +1DIFF for each shot fired beyond the first.

AN EXAMPLE

A fanning maneuver would also increase the Peacemaker's rate of fire to good, allowing it to fire up to five shots in the turn—each shot receives a penalty of +4DIFF if all five shots are fired.



CONVERTING TO IMPRESA

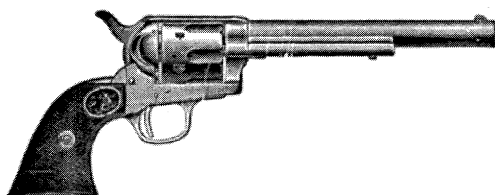
This is very simple. All abilities, skills, backgrounds, and gimmicks work with Impresa. The only required modification is to change skill ratings of one (1) to zero (0) for normal skills and two (2) for academia (skills which cannot be used without training).





Colt New Model Army, Model 1873 Single-Action .45, Peacemaker Model P

The Peacemaker found its way into the hands of the U.S. Cavalry in 1874, quickly becoming the biggest-selling civilian weapon in western history.



The classic Peacemaker was issued in .45 caliber with a 7½ inch barrel length, but other versions soon began to crop up (see "variants" at right).



An advertisement for Peacemaker ammunition in the 1895 issue of Sears, Roebuck & Co. catalog. In a pinch, the Peacemaker can use the Smith and Wesson .45 cartridge, but not the other way around, a fact which frustrated S&W users.



The Winchester .44-40 round, used in the Frontier, the Peacemaker's sister weapon.

Issued: 1873

Caliber and Action: .45 center-fire, six-shot, single action, standard 7½ inch barrel

Damage: Severe

Drawing Speed: Fair

Rate of Fire: Fair

Concealment: Fair

Cost: \$15

Ranges

Close: 10 yds.

Medium: 25 yds.

Long: 75 yds.

Maximum Effective: 150 yds.

Reload: Your first half-minute is spent ejecting spent cartridges using an ejector-rod mounted on the barrel. Once the empties are discharged, new rounds can be loaded at five seconds per shell. In an emergency you can punch out a single spent shell and load one round in ten seconds.

Reliability: Good

Quirks: Accidental discharge, ammunition misfire (dud), jammed lock (broken rod ejector, mainspring, pawl spring, or pawl). This pistol is simple to use and can be fired and the cylinder advanced by hand even when its mainspring has broken. Pistol and ammo are common.

THE KNUCKLEDUSTER FIREARMS SHOP SAMPLE ★

Damage: 5INJ

Drawing Speed: —

Rate of Fire: 3 rounds

Range

Short: 10 yds

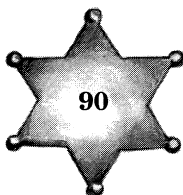
Medium: 25 yds

Long: 75 yds

Extreme: 150 yds

This is a sample page from The Knuckleduster Firearms Shop with a conversion to Coyote Trail. More interesting firearms and advice for aspiring gunslingers is included in the full book.

Visit www.knuckleduster.com for more great western books to complement Coyote Trail.



EXPLOSIVES

DYNAMITE

\$1/stick

Dynamite was invented in 1867 by Alfred Nobel. It consists of nitroglycerin mixed in with small amounts of other compounds (for absorbancy and the neutralization of acids), and formed into a stick wrapped in paper. Each stick weighs about half a pound and is very stable. Nitroglycerin can leak through the paper over time, however, and stability is greatly decreased, making long-term storage extremely hazardous. Dynamite requires a small explosion or fire to detonate—fuses are typically inserted into sticks. It is used primarily for mining.

TNT

\$1/stick

TNT, or trinitrotoluene, was invented a few years before dynamite, but has not found as wide a use. This is primarily due to the greater energy required to detonate it. It is less powerful than dynamite, but a lot more stable.

GUNPOWDER

\$1/canister

Gunpowder is primarily used for firearms, but is still somewhat effective for causing injury and especially panic. Gunpowder is stored in bags, small canisters, and kegs. It is stable unless it comes into contact with fire or extreme heat.

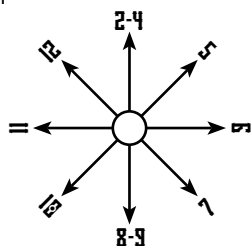
DAMAGE

Consult the table below to determine the base damage for a base unit of one half-pound of explosive. Each additional base unit added to the mix increases damage by +1INJ. Because of the very nature of explosives, characters within the blast radius may also sustain damage. For every four feet away a character is located, reduce the damage he sustains by one. Armor may be used to protect a character from the blast at the discretion of the gamemaster.

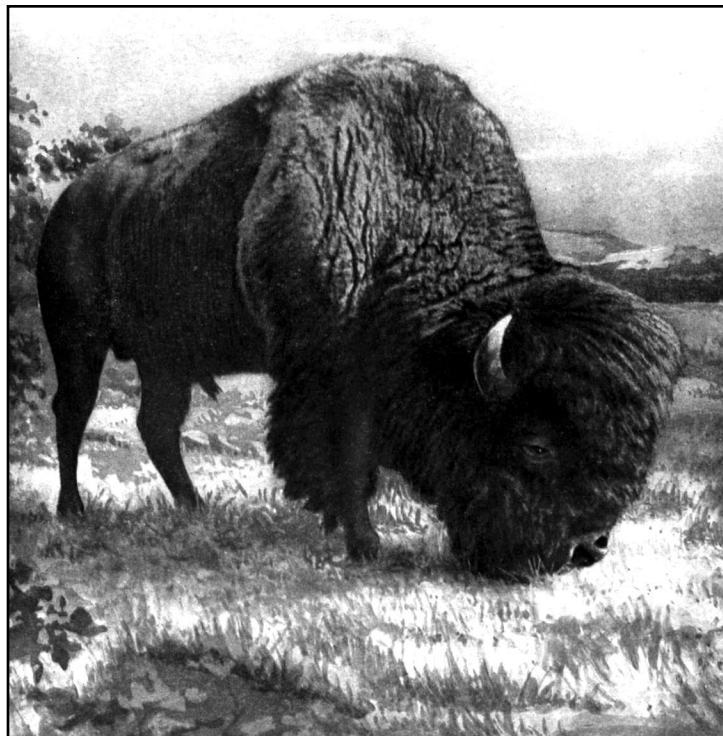
EXPLOSIVES DAMAGE ★

dynamite (1 stick = ½lb)	3INJ
tnt (1 stick = ½lb)	2INJ
gunpowder (1 bag= ¼lb)	4FAT
gunpowder (1 canister = ½lb)	1INJ

Explosives may also be thrown. Upon failing a throwing (athletics) task, roll two dice and consult the diagram at right to determine the direction in which it scatters. Then roll one die and multiply the result by the task's difficulty value to determine how many feet the object travels in that direction.



ANIMALS IN THE WILD



The following new gimmicks for use with some of the animals described below.

Natural Weapon

the animal possesses one of the following natural weapons that inflict additional damage when used to attack an opponent—teeth, horns, beak, or claws/talons; if no damage is listed with the gimmick, the default value is +1INJ

Oversized

the animal is larger than the typical man, making it easier to target—all attacks directed at it receive a bonus of -2DIFF

Toughness

the animal is unusually tough and can take more physical harm than normal; the number listed in parenthesis with the gimmick indicates a permanent bonus to the animal's armor rating, not including the bonus applied if its fitness rating is greater than three

Undersized

the animal is smaller than the typical man, making it harder to target—all attacks directed at it receive a penalty of +2DIFF



COYOTE TRAIL WILD WEST ROLEPLAYING

BEAR

The brown bear's furry coat comes in shades of blonde, brown, and/or black, often tipped with white or silver, giving the animal a "grizzled" appearance. Brown bears measure up to ten feet in length and can weigh up to 1,500lbs. Black bears (fitness 4*) measure up to five feet in length and can weigh as much as 700lbs. The bear is a powerful symbol of strength, wisdom, and healing to Plains Indians.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5*	2	3	3	3
SKILLS: <i>athletics 3, brawling 6, survival 4, tracking 2</i>				
GIMMICKS: <i>hardened, musclebound, toughness (3), oversized, natural weapon (claws), natural weapon (teeth)</i>				

BUFFALO

Millions of buffalo roamed the Great Plains of the United States and Canada until their near-extinction in the late 1800s. Buffalo are grass-eaters that measure up to ten feet in length and weigh up to 2,200lbs. They are normally docile, but can be extremely dangerous when provoked. To the Plains Indians, the buffalo is a sacred symbol of strength, life, and self-sacrifice.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
5	2	3	3	3
SKILLS: <i>athletics 2, brawling 4, survival 2</i>				
GIMMICKS: <i>hardened, musclebound, toughness (3), oversized, natural weapon (horns)</i>				

DOG/COYOTE

Dogs, coy-dog, and wolf-dog hybrids are common throughout the West and have been domesticated by whites and Indians alike. Wild dogs tend to travel in packs. Wild coyotes are more common in the southwest and are usually encountered alone or in mated pairs. Dogs are symbols of loyalty and protection while coyotes represent cunning and resourcefulness to Plains Indians.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
2	4	3	3	3
SKILLS: <i>athletics 4, brawling 4, survival 5, tracking 6</i>				
GIMMICKS: <i>natural weapon (teeth), acute smell</i>				

EAGLE

Eagles roost in high mountains or atop tall trees, and fiercely defend their nests from intruders. Adult male eagles weigh up to ten pounds and have a wingspan of more than six feet. Eagles live for an average of fifty years. Bald and golden eagles are highly revered by the Plains Indians. They are thought to be masters of the sky, and messengers of the Great Spirit. Eagles represent honesty, majesty, courage, wisdom, and freedom.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	5	3	3	3
SKILLS: <i>athletics 4, brawling 4, survival 5, tracking 6</i>				
GIMMICKS: <i>acute vision, undersized, natural weapon (talons), natural weapon (beak)</i>				

MOUNTAIN LION

Mountain lions, also called cougars, are tawny-colored cats that measure up to eight feet in length from nose to tail tip and can weigh as much as 250lbs. Mountain lions hunt alone, preferring to attack from ambush. They are fast runners, and expert climbers and swimmers. Mountain lions embody strength, speed, and quickness in battle to Plains Indians.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
4	5	3	3	3
SKILLS: <i>athletics 6, brawling 6, survival 5, tracking 4</i>				
GIMMICKS: <i>toughness (2), natural weapon (claws), sure-footed, natural weapon (teeth), acute vision</i>				

RATTLER

Rattler snakes are extremely poisonous, and are the cause for many deaths in the West. It is extremely common for distracted ranchers and homesteaders to step upon this serpent only to be bitten. Death is slow and painful when bitten by the more toxic rattlers, but most only cause excessive swelling and pain of the area affected. Rattlers also provide a food source when supplies run low or one has hankering for meat.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
1	3	3	3	3
SKILLS: <i>athletics 4, brawling 2, stealth 2</i>				
GIMMICKS: <i>natural weapon (fangs: 3INJ + 4FAT), undersized</i>				

WOLF

Wolves are pack-hunting animals that can be found all over North America. The largest specimens measure just under seven feet in length from nose to tail tip and weigh up to 140lbs. Wolves are powerful symbols of strength, stamina, family, and communal responsibility. The lone wolf represents freedom and independence.

FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE
3	4	3	3	3
SKILLS: <i>athletics 4, brawling 4, survival 5, tracking 6</i>				
GIMMICKS: <i>natural weapon (teeth), acute smell, toughness (1)</i>				

OTHER ANIMALS

The animals listed above are somewhat common in the West. Others, such as prairie dogs, may also be present, but are either not found in great numbers or do not pose a threat. See the templates section in the back of this book for a collection of horses and similar animals.



COYOTE TRAIL WILD WEST ROLEPLAYING

GOING DICELESS

Characters can also be converted so that they may be used with Active Exploits Diceless Roleplaying. While there is more involved in this process compared to the Impresa conversion, it is still rather simple.

ABILITIES

All abilities in Coyote Trail are also used in Active Exploits, so it is just a matter of converting the numbers. All characters should have a discipline rating of 2, although the director is free to alter this as desired.

CONVERSION OF ACTIVE EXPLOITS ABILITIES ★

COYOTE TRAIL RATING	ACTIVE EXPLOITS DRAMATIC RATING	ACTIVE EXPLOITS HEROIC RATING
0	-1	-1
1	0	0
2	0	+1
3	+1	+2
4	+1	+3
5	+2	+4

SKILLS

All skills in Coyote Trail can be used with Active Exploits, so just convert the numbers to ratings.

CONVERSION OF ACTIVE EXPLOITS SKILLS ★

COYOTE TRAIL RATING	ACTIVE EXPLOITS RATING
0	unskilled
1	unskilled*
2	unskilled*
3	novice
4	novice
5	proficient
6	proficient
7	expert
8	expert

* use novice for academia

GIMMICKS

These should work without modification, although some difficulty modifiers may be changed to effort modifiers by the gamemaster.

SHADY GULCH CONVERSION

The following information provides a framework for converting characters created with Coyote Trail's predecessor, Shady Gulch.

ABILITIES

Consult the table below to determine which Coyote Trail abilities replace Shady Gulch's primary traits, and how to compute their ratings (round all fractions down). You can also roll a die to determine a rating randomly if desired (count all sixes as fives). Shady Gulch's secondary traits can be ignored.

CONVERSION OF SHADY GULCH TRAITS TO ABILITIES ★

COYOTE TRAIL ABILITY	COYOTE TRAIL ABILITY RATING IS EQUAL TO
fitness	(strength + dexterity) / 2
awareness	perception
creativity	willpower
reasoning	reasoning
influence	roll one die (rerolling on six)

SKILLS

Most of Shady Gulch's skills can be used with Coyote Trail, although some of the names may have changed. Just use the closest matching skill. Ratings remain the same unless over 8, in which case, simply reduce the rating to 8.

GIMMICKS

Shady Gulch's virtues exist in Coyote Trail as gimmicks—their names remain the same. Vices are also found in Coyote Trail as gimmicks, but some use different terminology (see the table below).

CONVERSION OF SHADY GULCH VICES ★

COYOTE TRAIL GIMMICK	SHADY GULCH VICE
alcoholic	alcohol
thrill-seeker	excitement
gambling addict	gambling
greedy	greed
lecherous	lust
opium addict	opium
sadist	sadism
overzealous	zeal
intolerant	hatred



JOURNAL TWO

SHADY GULCH

The saloon stinks of whiskey, beer, and unwashed bodies. A saloon girl with a pretty voice sings Red River Valley in time with a tuneless piano. Or maybe it's the piano player that's out of sync. A high stakes poker game is going on in the back. The last chips are bet. The hands are played. The gambler wins again, his full boat beating the cowboy's aces and eights. A chuckle. A curse. A cry of "cheat!" Wood scrapes wood as chairs are pushed back and hands slap leather. A gun goes off, followed by a scream, and then a thud as a body hits the floor. Dead. Someone calls for the sheriff. Someone calls for a rope. Which one arrives first? Maybe you can help decide. Welcome to Shady Gulch. ★

Shady Gulch is designed to give player gangs a base for their adventures. Set in 1876, only a week after General Custer's defeat at the Little Bighorn, Shady Gulch is a growing boomtown located deep in the Black Hills of the Dakota Territory. Shady Gulch teeters on the brink between lawlessness and civilization, and this book was intentionally written to encourage the characters to tip the balance one way or the other. There are plenty of honest, hardworking souls trying to turn Shady Gulch into a respectable community, but there are just as many ruffians who would like to see it remain a lawless frontier town—and they usually have more guns. Into this mix ride the player characters. Do they take the side of law and order, or do they help send the town plummeting into chaos?

★



SETTLEMENT

Towns do not suddenly spring to life overnight. They take time to develop. Most are usually formed by a collective of prospectors lucky enough to strike gold or silver. Some of these settlements continue to grow at surprisingly high rates because of the sheer volume of claims or the amount of natural resources available to the community. These are labeled as *Boomtowns*. Settlements lacking such expansion are doomed to collapse and eventually become *ghost towns*.

THE BLACK HILLS

A small, wooded mountain range rises from the Great Plains. Thick forests of Ponderosa Pine cover the hillsides, with spruce and Douglas fir located in the northern hills, lush mountain meadows scattered throughout, and dry grassland, scrub pine, and juniper in the south. Game is abundant. Trout and other fish swim in the creeks, while the forests and grasslands offer good habitat for buffalo, deer, antelope, bighorn sheep, mountain goats, mountain lions, prairie dogs and other animals.

The Black Hills are an “island of trees in a sea of grass,” considered sacred by the Sioux Indians who live there, and by many other Great Plains Indian tribes. This has led to numerous clashes between Indians and white settlers and prospectors scouring the hills for gold.

THE TREATY OF FORT LARAMIE

The Treaty of Fort Laramie is an agreement signed in 1868 by the United States guaranteeing ownership of the Black Hills and the land around it to the Sioux. According to the terms of the treaty, the Powder River Country was closed to all whites. For years, however, this treaty has been routinely violated by white prospectors. In 1874, the brave U.S. Army General George Armstrong Custer led an expedition into the Black Hills and announced the discovery of gold on French Creek. This triggered the Black Hills Gold Rush, which gave rise to illegal encampments such as Deadwood, Stonewall, Lead, and Shady Gulch, further angering the native Sioux.

THE BLACK HILLS WAR

After the failure of the United States Army to keep intruders out of the Black Hills, Sioux leaders Sitting Bull and Crazy Horse led their people to war against the miners and the

United States. Allied Sioux, Arapaho, and Cheyenne victories at the Battle of Rosebud and the more recent and stunning Battle of the Little Bighorn, also known as Custer’s Last Stand, have emboldened the Indians and forced the Army to regroup. Today, hostilities continue on both sides, with the innocent and the not-so-innocent getting caught in between.

SHADY VALE

Shady Vale is a large, box canyon located in the Black Hills. The canyon’s steep sides are covered with pine, and the rest of the valley is thickly wooded, with a few open hills and meadows. Small creeks and streams are scattered throughout the valley, the largest being Bramble’s Creek near Shady Gulch.

Shady Vale has a long and storied history. It has long been considered “bad medicine” by the various tribes of Indians who lived nearby. The Sioux call Shady Vale the “Lair of the Dragon” after the huge reptilian creature known as Unhcegila that was said to dwell there. Other legends tell of great buffalo with curved horns and tail-like noses, wolf packs bigger than ponies, and a tribe of stunted devils that once called the valley home.

In the late 1500s, an expedition of gold-hunting Spaniards fought their way past hostile Indian tribes and set up camp in the valley. According to legend, the bones of the Spaniards were later discovered by a Crow war party, gnawed and picked clean.

In the 1600s, Cheyenne hunters trailed a giant mountain lion with three-foot fangs back to the valley and killed it. Afterwards, the braves took the name the Red Hawk Society, and vowed to guard the valley, and slay the evil spirits who tried to escape it. The Red Hawk Society later disappeared without a trace.



COYOTE TRAIL WILD WEST ROLEPLAYING

The Sioux drove the Cheyenne from the Black Hills in the late 1700s, and Shady Vale remained deserted for over one hundred years. Then, near the end of the Civil War, a group of outlaws and deserters known as the Miller Gang began using the valley as a hideout. They robbed several stagecoaches, and raided settlements all over the West, brutally murdering and mutilating their victims in an attempt to lay the blame on Indians. The Millers were eventually cornered in the valley and killed by Union soldiers, who then withdrew back to American lands.

A few years later, the outlaws Theo Hobbs and Huck Ralston discovered the isolated valley and began using it in an elaborate scheme. The pair would head back East, locate a moderately wealthy man, and spin tales of gold to be found in the Black Hills. They would then lead the mark back to the valley in secret and have him pan the streams until he found the nuggets Hobbs and Ralston had planted.

The bandits then gave the would-be prospector a chance to buy in on their plan to build a town in Shady Vale, but only if he kept quiet about the claim. Those who agreed were dry-gulched as soon as they returned with the stake money. A few unfortunates caught such a bad case of gold fever that they sold everything they owned and took their families with them to Shady Vale, never to be heard from again. Indians were commonly blamed for the disappearances, as the Sioux had long been angry with the white men encroaching upon their lands.

In 1870, Hobbs and Ralston were stunned to come upon a real strike. Filled with greed, they immediately drew pistols and started shooting at each other. When the smoke cleared, both men lay dead.

A GOOD PLACE TO SETTLE

A few years later, a prospector named Butch Cole came upon the valley while evading a Sioux hunting party. He eventually found the remains of Hobbs and Ralston and discovered the gold strike nearby. He set about mining the claim, and although it was not nearly as large as the outlaws had thought, Cole was suddenly richer than he had ever been in his life, and soon realized the valley's potential. Even without the prospect of gold, the valley was beautiful, and the soil was rich and fertile. It truly would be a great place to settle down and start the makings of a town.

Realizing there was money to be made off those who came after, he staked a large claim near what would come to be called Bramble's Creek. He marked off lots down Main Street to be sold to newcomers and then began building a general store. He purchased stock for his store (mostly mining equipment) in Cheyenne, causing quiet a stir with the gold he had mined.

Gold fever was already sweeping the Black Hills area, and Shady Vale become one of many destinations for gold-seekers. A tent city soon went up and each day saw more and more people enter the camp. These were mostly prospectors at first, but a rougher element was not far behind. Already there had been several fatal shootings, stabbings, and claims jumped. When the Kilburns started framing out their own saloon, Cole knew he needed to bring in a lawman, or else he would lose the town completely.

SHADY GULCH

Like the encampments of Deadwood, Stonewall, and Lead, Shady Gulch is a growing 1870s boomtown nestled in the Black Hills. Shady Gulch was established as a mining camp in the winter of 1875, and was soon swarming with prospectors looking to strike it rich. The lawless region also attracted a crowd of shady characters who made the early days of Shady Gulch rough and wild. The new mining town averaged one murder every other day in the first few months, and many more fistfights, stabbings, and shootings that did not result in death. This all changed when Evan Trulock came to town and took the job of sheriff.

Shady Gulch has quickly evolved from a primitive mining camp to a community with a growing sense of law and order. The crude tents and shanties that housed the early miners are slowly giving way to wood and brick buildings, and false front businesses. Travelers to Shady Gulch find the atmosphere electric with danger, prosperity, and promise. Anyone willing to put in an honest day's work has a chance of striking it rich. As old claims play out, new ones are found, and the poorest tinpan may become rich overnight. He can also end up dead, if he is not careful.

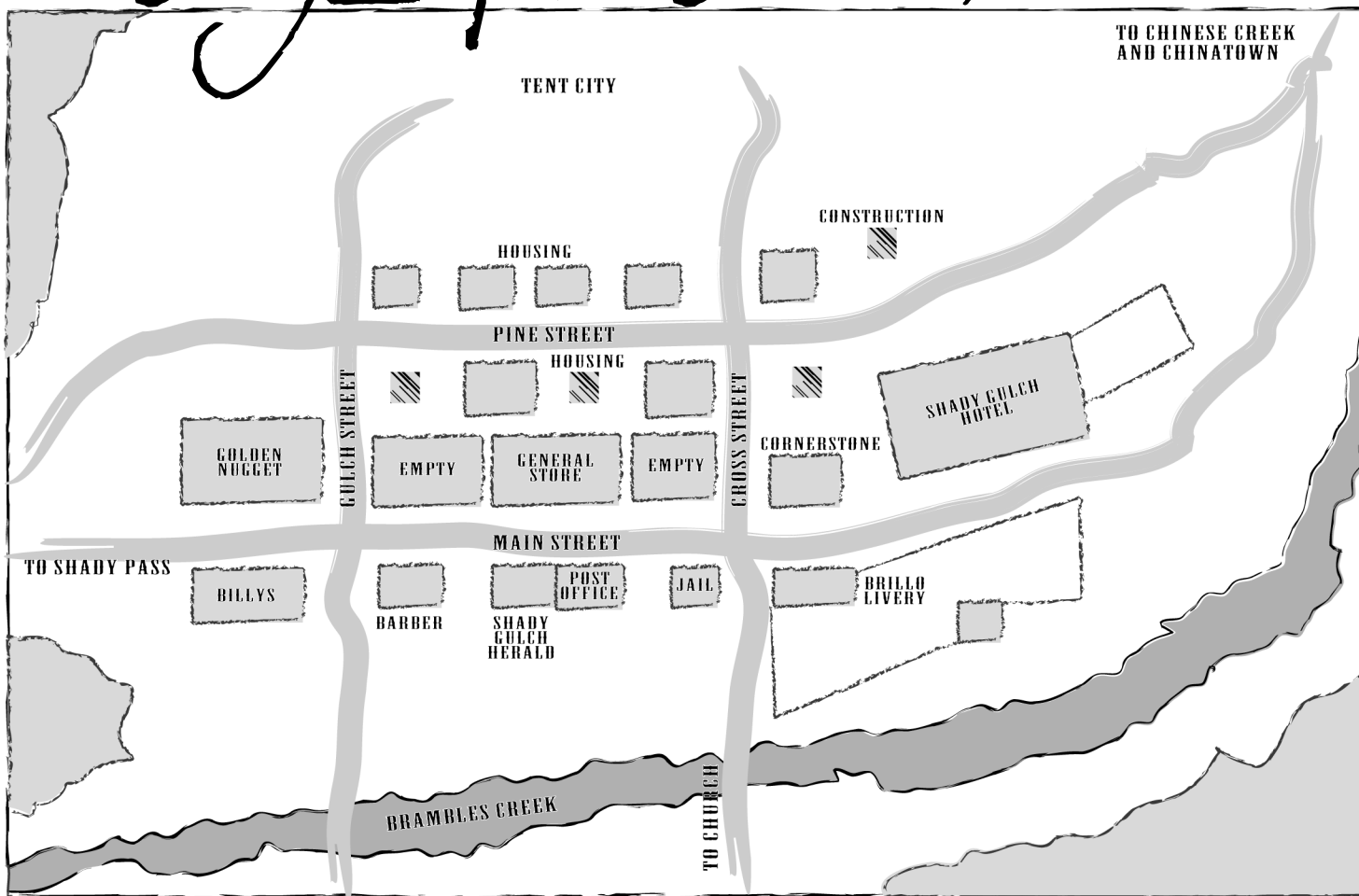
The people of Shady Gulch have made great strides in establishing a community here in the lawless West, but the town is still a simmering pot of violence, just waiting to boil over. The rougher elements in Shady Gulch routinely challenge the law, while the local authorities struggle to keep the peace. A band of law-abiding citizens, or a new gang of outlaws and ruffians are all that is needed to change the town forever.



THE TOWN

Located deep in the Black Hills of the Dakota Territory, the boomtown known as Shady Gulch teeters on the brink between lawlessness and civilization. The honest and hardworking souls trying to turn Shady Gulch into a respectable community are poised against the ruffians who prefer it to remain a lawless frontier town. The only element that can tip the odds is the players' gang.

Shady Gulch circa 1876



SHADY GULCH PROPER

The main part of town has been built along four streets—Main, Pine, Gulch, and Cross. Various businesses and homes are located here.

ACCOMMODATIONS

The Shady Gulch Hotel

This modest sized, two-story building is the only hotel in Shady Gulch. A restaurant that serves breakfast, lunch, and dinner takes up part of the first floor. Lodging costs \$2 per night plus an extra \$1 for meals or \$15 per week with meals included. A stable and corral is located in back, but travelers must attend to their own horses.

During off-hours, the restaurant is used as a meeting place for the town's unofficial council consisting of Sheriff Trulock, Judge Haverty, Butch Cole, Ralph Hartman, and Ma Kilburn. The council meets at least once a week to discuss town matters and propose improvements. Newspaperman Christian Bartleby usually sits in to report on the evening's discussion.

The Shady Gulch Hotel is owned by Mayor Peabody and the German innkeeper Klaus Kristoff. His wife, Ilsa, cooks for the restaurant, aided by two Chinese girls named Liu and Sum, who also clean the rooms.

Housing

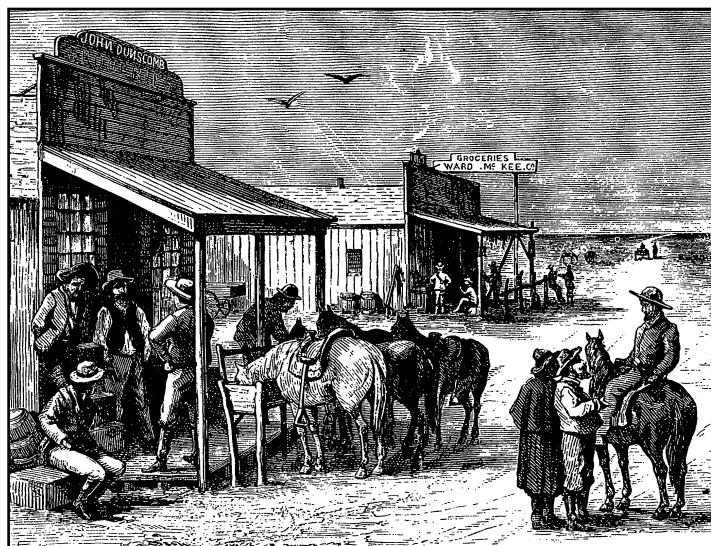
Several residential homes occupy Main Street, Cross Street, and Pine Street. These are one or two-story structures with wraparound porches that belong to various residents of Shady Gulch.

Tent City

Dozens of tents house the hundreds of miners and transients living in Shady Gulch. During the day, the tent city is practically empty as prospectors stand elbow-to-elbow in the various creeks and streams, operating sluices and panning for gold. At night, most are too tired to do anything but sleep. The lucky ones who found gold during the day usually lose it all at the saloons that night.

SALOONS

In the West, saloons are gathering places where prospectors, lawmen, cowboys, railroad workers, soldiers, and outlaws meet to tempt fortune and fate. Respectable women do not enter saloons, nor do minorities—a black man had better come well heeled, and a Chinaman risks his life just by walking through the front door. It is illegal for an Indian to enter a typical saloon, and not many want to do that anyway. Whiskey sells for 15¢ per glass or \$3 per bottle. Three saloons operate



in Shady Gulch—The Golden Nugget, Billy's Saloon, and The Cornerstone. A few large tent saloons also serve cheap whiskey to miners and offer tables to gamblers, but these are slowly on their way out.

The Golden Nugget Theater

The Nugget is the largest and liveliest business in Shady Gulch. This large, two-story building is open twenty-four hours a day. The first floor contains a bar, stage, and several backrooms. The upstairs serves as a brothel, with balconies overlooking the street. The Nugget is owned and operated by Jake Kilburn, although Ma Kilburn manages the saloon girls and the brothel. Jake's office and living quarters and Ma Kilburn's room are located on the second floor.

The Nugget is usually the first stop for newcomers in town. The place is loud and rowdy, but most customers come here looking for a good time rather than to cause trouble. The barroom floor is rough hardwood, littered with sawdust. Throughout the night, pretty saloon girls dance intermittently on the stage to the tune of a piano, get the men to buy them drinks, and rile them up for the \$2 whores upstairs. The stage is also sometimes rented to traveling performers. House card games include blackjack, faro, three-card-monte, and poker. Private poker games are allowed, but five percent of the buy-in goes to the house.

Billy's Saloon

Billy's is a shoddily built saloon located directly across the street from the Golden Nugget Theater. It was once named the Kilburn Variety Theater, but everyone kept calling it Billy's, and the name stuck. The building is one and a half stories tall, with the owner's office and room on the partial second floor. The first floor contains a bar and a backroom brothel. The barroom



COYOTE TRAIL WILD WEST ROLEPLAYING

floor is dirt, with a three-foot pit dug into the center. The Pit is used for prizefights, cockfights, dogfights, and other violent events. The customers tend to be coarser than those at the Nugget, and the 50¢ whores are a beaten and downtrodden lot, most of whom are malnourished and/or hooked on drugs. Billy's is owned and operated by Billy Kilburn, although Ma manages the brothel.

The Cornerstone

Located on the corner of Main Street and Pine, the Cornerstone is a small, two-story saloon. The first floor contains the saloon and a few backrooms. The second floor houses the owner and proprietor, Ralph Hartman. The Cornerstone offers a less hectic atmosphere than the Kilburn saloons. The customers are mostly regulars looking to gossip and otherwise pass the time. A few private card games are always in play.

BUSINESSES

Barber

This small, three-chair barbershop, also known as Charlie's, after the owner and proprietor Charlie Nathan, is an excellent place for gossip about current events. Located near two of the town's liveliest saloons, Charlie's is also a great place to watch the action without getting caught in the middle. Shave and a haircut: two bits (25¢).

Brillo Livery and Corral

Brillo Livery is a stable and corral owned and operated by Janie Brillo. Horses can be stabled here for 25¢ per night. Janie also shoes horses and mends tack and harness for a fee. Janie Brillo lives here in a small, one story home.

Denton's Parcel and Post

Denton's Parcel and Post is owned and operated by Beak Denton. Letters and small packages can be delivered from this small, two-story building for a fee of \$1 and \$3 respectively. The office is on the first floor, and Beak lives on the second when he is not traveling back and forth to Yankton or Cheyenne.

Trulock and Cole's General Store

Trulock and Cole's is a large two-story building in the center of town. Butch Cole operates the store, although he shares ownership with Sheriff Trulock. The general store occupies the first floor, while Butch and Martha Cole live on the second. The store sells supplies, mining gear, day-to-day household items, and ammunition, but no guns. Cole can order special items from a catalog, but shipments take at least two weeks to arrive.

The Shady Gulch Herald

The Herald is a two-story building owned and operated by the Englishman Christian Bartleby. The printing press and other supplies and equipment take up almost all of the first floor. Christian's office and quarters are on the second floor.

OTHER BUILDINGS IN TOWN

Shady Gulch Jail

The jailhouse is a squat, solidly built two-story building. The first floor contains holding cells for town rowdies and drunks. Wanted posters are tacked on the wall behind the desk. The second floor contains sleeping quarters for the lawman on duty, and a small courtroom where Judge Haverty pronounces sentences. Sheriff Trulock and Deputy Oldman rotate duty shifts, but both are quick to respond to trouble.

Hillside Church

The church sits atop a small hill overlooking the town. The preacher lives in a small, comfortable rectory building beside the church.

Hillside Cemetery

This growing cemetery behind the church currently contains thirty-seven marked graves. Ironically, a mass grave at the base of the hill contains the remains of over two-dozen people murdered by the outlaws Theo Hobbs and Huck Ralston.

EMPTY LOTS

There are still many empty lots for sale in Shady Gulch. Lots can be purchased from Butch Cole at Trulock and Cole's General Store. Main Street lots cost \$200 and all others cost \$100. In addition, there are two abandoned buildings on Main Street. One belonged to a saloon owner who was run out of business by the Kilburns and the other belonged to a gunsmith who was killed and robbed of his entire stock. The buildings can be rented for \$25 per week or bought outright for \$500.

CATTLE RANCHES

Cattle ranches are a fixture of the American West. In the Great Plains region, public lands are considered "open range," where anyone can turn cattle free for grazing. Since the invention of barbed wire in 1874, privately-owned cattle ranches are quickly becoming the norm, leading to numerous land disputes with shepherds and free grazers. Several cattle ranches are scattered in the hills near Shady Gulch. The three largest ranches are the Circle-Bar-T owned by Frank Carlson, Triple Diamonds owned by William Pratt, and Square-B-H owned by Bud Hensley.



COYOTE TRAIL WILD WEST ROLEPLAYING

CLAIM STRIKES

Claims are officially filed in Yankton or Cheyenne, but unofficially belong to whomever works and defends them. Many proper claims have been discovered in the surrounding hills. Most of these are jealously guarded, two to six-person affairs. A few, like the Copperhead and Dead Rabbit Claims owned by Jacob Randall are on their way to becoming big businesses. While the Shady Vale claims have been quite profitable, no one has struck the mother lode yet, and everyone is certain that it is an eventuality. Prospectors are also on the lookout for sign of silver ore.

Finding gold is more often a matter of luck than anything else. Characters looking to strike it rich need only start panning or digging. Proper prospecting equipment costs about \$15 to \$25. The gamemaster should roll two dice for each full week a character spends panning a stream or breaking up rocks. A roll of snake eyes (double ones) means the character has discovered gold dust and/or nuggets. A sciences task with a difficulty of challenging may be attempted. If successful, roll one die and multiply the result by 100 to determine the strike's value in dollars. If it fails or the task is not attempted, the die result is multiplied by 10. Larger strikes (claims worth thousands of dollars) should play a major role in any Coyote Trail story and are therefore not subject to a die roll.

CHINATOWN

A ramshackle collection of buildings to the north of Shady Gulch house a few hundred Chinese, who operate laundries, clean stores, collect trash, butcher livestock, and perform other menial tasks for the residents of Shady Gulch. Some also farm, hunt, and mine the surrounding hills.

As is common throughout the West, the Chinese are subject to open discrimination on a daily basis. They are not allowed to stake claims or own land. They are not allowed to enter saloons or other businesses through the front door, and must stick to the alleys when walking about town—a Chinaman walking down Main Street should expect to be assaulted.

Chinatown itself is considered a place of sin, vice, and disease. It is shunned by the respectable members of the community, especially at night. The Chinese maintain their own customs and laws, with little interference from the residents of Shady Gulch. So long as there is no gunplay, Sheriff Trulock is content to leave the Chinese to their own devices.

Chinatown is currently locked in a power struggle between two criminal Chinese Tong factions. This rivalry could explode into a full-blown war at any moment.

XIANG'S SLAUGHTERHOUSE

Xiang's is a butcher shop owned and operated by Tong leader Xiang the Butcher. This one story building has a corral and a barn behind it that houses hogs, goats, and chickens.

THE BLACK LOTUS

This two-story opium den and brothel is the tallest building in Chinatown. Opium highs cost around \$2, while Celestial prostitutes cost 25¢. Gambling in the backrooms is restricted to mahjong, which eliminates most non-Chinese players. The Black Lotus is owned and operated by Tong leader Dou-Choi Lung.

LAUNDRIES

The laundries are a series of buildings owned and operated by Han Li. Both the very young and very old work here, washing the clothes, sheets, curtains, and other fabrics for the residents of Shady Gulch. The work is backbreaking and the pay is horrendous, but these people have no other opportunities.

THE OUTSKIRTS OF TOWN

A number of geographic features are located just outside of town. Some are major attractions, while others are barely known or visited.

BRAMBLE'S CREEK

Bramble's Creek is a small stream that runs south of Shady Gulch. It was named after rustler-turned-pro prospector James "Catholic" Bramble who found a five-pound nugget while panning the stream for gold. To date, Bramble's find is the largest single nugget to be found in this region. Hundreds of gold-seekers fill the stream each day, hoping to strike it rich.

INDIAN ROCK

Indian Rock is a rocky hill that juts straight up through the trees near the center of the valley. The hill's outline looks vaguely like the bust of a Sioux chieftain decked out in full feather headdress. Indian Rock provides a clear view of Shady Gulch and much of the surrounding valley. It is sometimes used by highwaymen to stake out the road leading into town.

Indian Rock was a sacred place to the doomed Cheyenne Red Hawk Society. Characters with native blood and the superstitious gimmick sometimes have prophetic dreams and visions while sleeping on top of the hill. This provides a bonus of -1DIFF on all actions the following day. Other characters who sleep on top of the hill often have horrific nightmares and receive a penalty of +1DIFF on all actions the following day.



COYOTE TRAIL WILD WEST ROLEPLAYING

BEAR MEADOW

Bear Meadow is a wide grassy meadow dotted with copses of trees and wild berry patches. Bear Meadow Stream meanders quietly through the field. This meadow is the favorite haunt of a huge grizzly bear named Old Grizzle.

Old Grizzle is a bad-tempered creature who has absolutely no fear of humans. He kills cattle, horses, and livestock for food, and occasionally attacks travelers or small mining camps. He has killed two men and wounded many more. Guns only seem to make him angrier. As one miner eloquently put it, "that bear soaks up lead like a sponge."

The local cattle ranchers have posted a \$500 bounty on Old Grizzle's head. A few months ago, a half-breed Cherokee buffalo hunter named George Running Cloud had the bear lined up in the sights of his high-caliber rifle. Old Grizzle sensed his presence and stared him down over the barrel as George pulled the trigger. The gun misfired three times in a row. Old Grizzle snorted in annoyance and wandered off, and a shaken George left Shady Vale soon after. Since then, a rumor has started circulating that Old Grizzle is a vengeful spirit summoned by a Sioux medicine man to drive the whites out of Shady Vale.

DEAD MAN'S BLUFF

At the northwest end of the valley, the steep cliff walls rise up to form an impassable ravine. The slopes are covered with loose rock and littered with fallen trees. More than one prospector has tried unsuccessfully to climb the bluff and a few have been seriously injured in the attempt. Still, rumors persist of a hidden valley full of gold just on the other side of the cliff.

THE HIDDEN CAVE

This cave is hidden on Dead Man's Bluff behind a pile of fallen trees. The entrance leads to a fairly extensive cave complex that is littered with the remains of tanned leather skins, fire pits, and crude stone tools. Primitive paintings adorn the walls depicting men and a variety of strange creatures. A cave-in has completely blocked off one part of the complex. Clearing the rubble is a long and dangerous task, but could prove rewarding—it hides a tunnel leading to a valley that has not seen the hand of man in hundreds or even thousands of years. The gamemaster is free to flesh out this valley as he sees fit.

THE CHEYENNE-SHADY GULCH STAGE

The Cheyenne-Shady Gulch Stage, or more properly the Blackhills Stage and Express Line, was founded after the discovery of gold in the Black Hills. The stage transports both gold and passengers between the larger mining camps and Cheyenne. The stage fare is \$5 if sitting with the driver, \$10 for an interior, middle seat, and \$15 for an interior seat by a window. It takes fifty hours to make the three hundred-mile trip with stops every ten miles to change horses and stretch.

The stage is the safest way to travel to and from Shady Gulch, which is not saying much. The local Indians are on a rampage after their victory at the Little Bighorn and highwaymen are a common occurrence. Characters looking to make a little extra cash can earn anywhere from \$25 to \$100 (depending on the value of the cargo) for riding shotgun. Wealthy private employers sometimes pay even more. The Line is also looking to form an association of hired guns charged with the task of discouraging robbers.



THE PEOPLE

A few thousand people live in and around the town of Shady Gulch, with more coming and going each day. Most are miners and prospectors who live in tent cities or the nearby hills, but some have built proper homes in town.

The following residents of Shady Gulch have been divided into three groups—the Good, the Bad, and the Ugly. A number of Chinese and Indian personalities are also provided. Possible story ideas are sprinkled throughout this section, and the gamemaster is encouraged to develop the story ideas further.

THE GOOD

The following residents of Shady Gulch have a vested interest in maintaining law and order.

SHERIFF EVAN TRULOCK

Sheriff Trulock is a tough, steely-eyed lawman who was born and raised in Texas. He drove cattle in his youth, and fought Mexican banditos, Kiowa, Comanche, and outlaws with the Texas Rangers. He killed two men who ambushed him outside of Dodge City, and another who came later seeking revenge. Later, he served as a lawman in several small towns. His name is known in many places throughout the West, and he has developed a reputation as someone not to cross.

Trulock is a longtime friend of Butch Cole. He was serving as sheriff of the small town of East Falls when Cole contacted him. Trulock had tried to settle in East Falls, but the place never felt like home to him. The townsfolk were a peaceful lot, and more than a little afraid of his reputation. They seemed relieved when he announced his retirement.

Trulock left his wife and daughter in East Falls, while he and his son-in-law, Luke Tanning, traveled to the Shady Vale area. Trulock took one look at the valley and knew he had found his home. He spent a week assessing the camp before declaring himself sheriff, and Luke his deputy.

The news was immediately met with opposition. A ruffian named Jack Blisters challenged Trulock to a fistfight. The sheriff handed his gunbelt to his deputy and then proceeded to give Blisters the beating of his life. A few days later, Trulock

tried to arrest a drunken rowdy named Bald Thomas, who drew his gun and was killed on the spot by the sheriff. A few of the rougher elements got the message and left the camp. A few nights later, Trulock was making his rounds when a band of outlaws led by a murderer named James Campbell ambushed him in the street. Trulock was ready for this, however. He shot Campbell through the heart, and Luke Tanning, Butch Cole, and Ralph Hartman (who had been hiding nearby) helped drive the others out of the camp at gunpoint.

After that incident, Shady Gulch settled into an uneasy quiet. Trulock has exchanged harsh words with Preacher and both Kilburn brothers, and occasionally has to buffalo a troublemaker before taking him to jail, but no one else has made an attempt on his life. Once the law was established, businesses began booming, and Trulock felt it was safe enough to send for his wife and daughter. Tragedy soon struck, however, when Luke Tanning drowned in Bramble's Creek. Although Trulock is certain the boy was murdered, he has no suspects and no proof.

SHERIFF EVAN TRULOCK

3 FITNESS	3 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

animal handling 4, athletics 3, blacksmithing 1, boating 1, brawling 6, business 2, carpentry 1, commerce 2, commodities 1, composure 5, drinking 4, firearms 7, gambling 2, interrogation 4, intimidation 4, investigation 4, general knowledge 3, legends 3, knife fighting 5, literacy 1, negotiation 3, riding 7, roping 7, stealth 5, street cred 7, streetwise 6, survival 4, tracking 5, western lore 7

GIMMICKS

famous, gentlemanly, hardened, lawful, peripheral vision, town authority

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ROLEPLAYING

Sheriff Trulock has no illusion that the appearance of law and order in Shady Gulch is barely kept. He is a good and honorable man, but he understands that criminals only respect strength and violence. He is currently planning to institute a *no firearms in town limits* law, and is on the lookout for reliable men to help him enforce the ban.

STORY IDEAS

- Trulock does not like or trust his current deputy, Oldman, and might offer the job to one or more of the gang if they seem the honorable, law-abiding sort.

MARTHA TRULOCK

Martha is Sheriff Trulock's wife. She is a handsome woman who was a schoolteacher in East Falls. She loves her husband and is determined to stand by him no matter what. She is one of many people trying to turn Shady Gulch into a decent, law-abiding community. Martha is currently working to organize the education of the few children in and around town, but has met with limited success. She enjoys speaking with educated people, and is always eager for outside news and current events.

ELIZABETH TANNING

Elizabeth is Sheriff Trulock's daughter. She is a beautiful young woman who was recently widowed after her husband drowned in Bramble's Creek under suspicious circumstances. Elizabeth is still in mourning, but helping her mother with the local children helps take her mind off her grief. Most of the men in town treat her with awe—hats are removed, heads are bowed, and some even stop to gawk when she walks past. Deputy Oldman has taken an interest in her and is becoming more and more bold. Elizabeth knows Oldman is friendly with the Kilburns and is afraid to tell her father for fear of what he might do.

STORY IDEAS

- An honorable gang might witness Elizabeth being accosted by Oldman and decide to help.
- The deputy might ask a lawless gang to act as lookouts while he corners Elizabeth for a chat.

JUDGE MORRIS HAVERTY

Judge Haverty is a grizzled federal judge who has worked in frontier towns all over the west. He is a longtime friend of both Butch Cole and Sheriff Trulock. He understands the need for law and order in the West, and came here to help legitimize Shady Gulch. Although the town is in the Dakota Territory and not under United States jurisdiction, the townsfolk still look to Haverty for judgment in serious criminal matters.

MARTHA TRULOCK

1 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

academics 3, business 3, commerce 3, commodities 4, riding 2, composure 2, design 2, general knowledge 5, investigation 2, literacy 7, music 2, negotiation 5, performance 3, western lore 3

GIMMICKS

charitable, compassionate, multilingual, pious, tolerant

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

ELIZABETH TANNING

1 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

academics 3, business 2, commerce 4, commodities 4, design 3, general knowledge 5, investigation 2, legends 4, literacy 6, medicine 2, music 4, negotiation 5, performance 4, riding 1, seduction 5, western lore 5

GIMMICKS

alluring, charitable, compassionate, multilingual, pious

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

JUDGE MORRIS HAVERTY

1 FITNESS	4 AWARENESS	1 CREATIVITY	4 REASONING	3 INFLUENCE
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SKILLS

academics 6, animal handling 3, brawling 2, business 5, commerce 6, commodities 3, composure 5, drinking 4, firearms 2, general knowledge 6, interrogation 6, intimidation 7, legends 2, investigation 5, literacy 7, negotiation 5, riding 3, sciences 3, street cred 5, western lore 5

GIMMICKS

gentlemanly, lawful, poor vision, reduced stamina, territorial authority, town authority

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

STORY IDEAS

- It is only a matter of time before the judge is forced to make a ruling against one of the rougher elements in town, and when that happens, he shall need a few good gunhands to watch his back.
- A lawless gang might decide the town would be better served without a man of the court.



COYOTE TRAIL WILD WEST ROLEPLAYING

BUTCH COLE

Cole is a large Tennessee man, with smile lines around his mouth and eyes. He dresses well in a shirt and suspenders, and keeps his beard neatly trimmed. Cole was the first person in town to set foot in Shady Vale. He was a prospector then, scouring the hills for gold while trying to keep his scalp. Cole is now part owner of the general store. Between the gold he has mined, the store, and the town lots he has sold, he is now also a wealthy man.

Cole is a stalwart individual—the kind of man the West desperately needs. He is friendly and honest, but not a pushover. When he gives his word, he keeps it. Cole is totally devoted to his wife, Harriet, and eagerly awaits the birth of his first child.

HARRIET COLE

Harriet is a pretty Tennessee woman who carries herself well. She wears functional dresses, and helps her husband with the general store. Her down-to-earth manner makes her more approachable than the Trulock women, and she is well liked and respected in the community. Harriet is three months pregnant and beginning to show.

STORY IDEAS

- Harriet and Butch are worried about the delivery of their child and would like to have a doctor present. If a doctor is part of the gang and helps deliver the child, it would go a long way to make friends throughout the town.
- The gang might be hired to escort Butch and Harriet to Cheyenne for the birth
- A ruthless gang might kidnap the pregnant Harriet and hold her for a ransom that Butch is sure to pay.

FRANK CARLSON

Frank Carlson is a seasoned cattleman who has spent his entire life punching cows. He was muscled out of New Mexico by rancher Lawrence Murphy and has been bitter ever since. Carlson built a ranch near Shady Vale, and has slowly rebuilt his stock. Carlson hates free grazers and sheepherders with a vengeance since cows do not graze after sheep trample the area. His men are few, but experienced.

STORY IDEAS

- Carlson is always looking for a few extra hands to help protect his range.

BUTCH COLE

3 FITNESS	2 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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SKILLS

animal handling 6, archery 1, athletics 5, blacksmithing 1, boating 4, brawling 5, business 4, carpentry 2, commerce 4, commodities 5, composure 5, drinking 4, firearms 5, gambling 4, general knowledge 5, intimidation 2, knife fighting 5, legends 5, literacy 1, medicine 1, negotiation 4, riding 4, sciences 3, stealth 2, street cred 7, survival 6, tracking 6, western lore 6

GIMMICKS

constitution, gentlemanly, internal compass, town authority

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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HARRIET COLE

2 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

animal handling 3, athletics 1, business 4, commerce 4, commodities 6, composure 3, crafts 4, design 4, firearms 2, general knowledge 5, investigation 3, legends 5, literacy 4, medicine 3, negotiation 4, riding 4, survival 2, tracking 1, western lore 5

GIMMICKS

charitable, compassionate, pious

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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FRANK CARLSON

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

animal handling 6, athletics 3, blacksmithing 3, brawling 4, business 4, carpentry 2, commerce 4, commodities 4, composure 2, drinking 4, firearms 5, gambling 2, intimidation 5, general knowledge 2, intimidation 5, knife fighting 1, legends 5, literacy 1, negotiation 3, riding 6, roping 6, street cred 2, survival 3, tracking 3, western lore 6

GIMMICKS

gentlemanly, intolerant, proud

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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COYOTE TRAIL WILD WEST ROLEPLAYING

WILLIAM PRATT

Pratt is a businessman from New York who made his fortune in textiles. He sold his share of the company several years ago and came West, seeing money to be made in the beef industry. Unfortunately, Pratt is more of a businessman than a rancher. He has had several setbacks in his new venture, including raids by Indians and outlaws, that have taken their toll on his stock. His herd is still the largest, but it is also the least well kept.

Pratt dresses well, in clean shirts and polished boots, and folks still think of him as a dude, but he is slowly earning their respect. His range is the only one in this region surrounded by fancy new barbed wire.

STORY IDEAS

- Pratt's men are well paid, but lack organization and discipline—a good foreman would be most welcome.

BENSON "BUD" HENSLEY

Bud Hensley is a tough rancher who has driven cattle all over the West. Although he came to the Hills after Carlson, he was able to secure a better range, and his cattle are the fattest in the valley. His men are tough, experienced cowhands who are fiercely loyal to the brand.

KLAUS KRISTOFF

Klaus Kristoff is a German immigrant and part owner of the Shady Gulch Hotel. He usually works the hotel counter, but helps his wife serve the tables at mealtimes. Klaus is an honest man, but somewhat guarded and reluctant to make friends. He seldom drinks, but tends to get angry when he does, lapsing into fits of German swearing. He is happy in Shady Gulch, and wants desperately to see the town succeed.

BENSON "BUD" HENSLEY				
3 FITNESS	3 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
SKILLS academics 1, animal handling 6, archery 2, athletics 5, riding 7, blacksmithing 3, brawling 5, business 4, carpentry 1, firearms 5, commerce 4, commodities 5, composure 5, drinking 5, roping 6, gambling 3, general knowledge 2, interrogation 2, intimidation 4, legends 4, investigation 3, knife fighting 5, literacy 1, tracking 5, negotiation 3, stealth 4, street cred 5, survival 4, western lore 7				
GIMMICKS gentlemanly, hardened, tolerant				
INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —		

ILSA KRISTOFF

Ilsa is a plump, cheery German woman married to Klaus Kristoff. She works in the hotel kitchens, and is an excellent cook. Ilsa is a shrewd woman who worries for her husband, and tries to keep him out of trouble. She loves children, but has been unable to bear any of her own. She would gladly take in any child orphaned by Indians or road agents.

WILLIAM PRATT				
2 FITNESS	2 AWARENESS	2 CREATIVITY	4 REASONING	1 INFLUENCE
SKILLS academics 3, animal handling 2, athletics 1, blacksmithing 1, brawling 3, business 6, commerce 7, commodities 6, firearms 2, general knowledge 5, investigation 1, knife fighting 1, literacy 6, negotiation 6, riding 2, sciences 2, streetwise 3, western lore 1				
GIMMICKS gentlemanly, lawful, tenderfoot, wealth				
INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —		

KLAUS KRISTOFF				
2 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
SKILLS academics 1, athletics 2, boating 1, brawling 2, business 4, carpentry 2, commerce 3, commodities 3, firearms 1, literacy 1, gambling 1, general knowledge 1, legends 1, negotiation 3, streetwise 2, western lore 1				
GIMMICKS multilingual, pious, poor vision				
INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —		

ILSA KRISTOFF				
1 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	1 INFLUENCE
SKILLS academics 2, business 3, commerce 3, commodities 3, crafts 5, design 3, general knowledge 1, investigation 3, legends 5, literacy 2, negotiation 3, streetwise 2, western lore 2				
GIMMICKS charitable, compassionate, multilingual, pious, reduced stamina				
INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —		



COYOTE TRAIL WILD WEST ROLEPLAYING

RALPH HARTMAN

Ralph Hartman is the sort of solid, hardworking man typical in the West. He was a Union corporal during the War, and has since worked as a buffalo hunter, cowpuncher, and stagecoach driver. He tried his hand at prospecting for a while, but decided to settle down almost a year ago after nearly being scalped by a Sioux raiding party. He came to Shady Gulch, threw his lot in with Trulock and Cole, and built the Cornerstone Saloon.

CHRISTIAN BARTLEBY

Bartleby is a British newspaperman who owns the Shady Gulch Herald. He is a refined, honest, and somewhat naive fellow who admires the spirit of adventure and prosperity that America represents. His articles were once littered with poetic words and phrases, making the paper unintelligible to many of the people in town. One day, several townsfolk dragged him at gunpoint into the Nugget and forced him to down an entire bottle of whiskey until he "puked up all those fancy words." Bartleby has tempered his prose since then, and the town is much happier with the result. Bartleby pays up to one dollar for a good story.

TERRANCE BANNERTON

Bannerton is a charming young photographer from Chicago. His darkroom wagon rig is parked on Main Street, near the edge of town. This is his first foray into the West and the trip has proved profitable so far. In addition to the occasional still portrait, Bannerton sells one picture of the town and its people to the Herald each week. Although friendly, he would not be pleased to see another photographer come to town. Commissioned photographs cost two dollars and all others cost one dollar. Bannerton is quite a ladies' man and often photographs women for free.

STORY IDEAS

- Because an angry husband in Cheyenne has vowed to kill Bannerton, he might hire the gang for protection if the man comes looking for him in town.

JANE "JANIE" BRILLO

Janie is a large, solid woman who owns the Brillo Livery. She is a competent blacksmith, although her true love is working with horses. Her father was a horse rancher in Texas until he was killed by Apaches. Janie is brawny, tough, and a fair shot with a rifle. She likes to drink at the saloons, and does not hesitate to fight any man who insults her. For all her bravado, Janie is a kind-hearted woman with more friends than enemies.

RALPH HARTMAN

3 FITNESS	3 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

animal handling 3, athletics 4, blacksmithing 2, boating 1, brawling 4, business 4, carpentry 2, commerce 4, commodities 4, composure 2, drinking 7, firearms 4, gambling 4, intimidation 2, general knowledge 5, knife fighting 4, legends 5, literacy 1, medicine 1, negotiation 4, riding 5, roping 5, stealth 4, survival 5, street cred 3, streetwise 2, tracking 5, western lore 6

GIMMICKS

gentlemanly, sure-footed, tolerant, town authority

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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CHRISTIAN BARTLEBY

1 FITNESS	2 AWARENESS	3 CREATIVITY	4 REASONING	2 INFLUENCE
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SKILLS

academics 6, business 6, commerce 3, commodities 3, composure 4, drinking 3, firearms 1, forgery 3, gambling 3, general knowledge 6, interrogation 5, investigation 7, legends 5, literacy 7, negotiation 6, sciences 5, street cred 6, streetwise 5, western lore 4

GIMMICKS

gentlemanly, multilingual, tenderfoot, tolerant

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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TERRANCE BANNERTON

1 FITNESS	3 AWARENESS	3 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

academics 3, business 4, commerce 4, commodities 5, design 7, disguise 3, general knowledge 2, legends 1, literacy 5, negotiation 5, sciences 7, streetwise 5, western lore 1

GIMMICKS

acute vision, enemies, gentlemanly, lecherous, tenderfoot

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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HOWARD "BEAK" DENTON

Beak Denton is a tall, skinny young man with sharp features and a large nose. Born in Alabama, he signed on with the Union as a cavalry scout and courier. He is an expert rider and tracker. Beak delivers mail to and from the townsfolk of Shady Gulch, making him a popular man.



COYOTE TRAIL WILD WEST ROLEPLAYING

JANE "JANIE" BRILLO

2 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

animal handling 6, athletics 3, blacksmithing 6, brawling 4, business 3, commerce 3, commodities 1, composure 2, riding 5, drinking 5, firearms 3, gambling 3, general knowledge 4, intimidation 1, knife fighting 3, legends 3, literacy 1, locksmithing 1, negotiation 2, roping 3, western lore 3

GIMMICKS

discrimination, loyal

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

HOWARD "BEAK" DENTON

3 FITNESS	4 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 2, blacksmithing 1, brawling 3, business 2, carpentry 1, commerce 2, composure 3, drinking 2, firearms 4, gambling 2, general knowledge 3, knife fighting 4, legends 3, literacy 2, negotiation 3, riding 8, roping 3, survival 3, tracking 4, western lore 5

GIMMICKS

acute vision, gentlemanly, sure-footed, internal compass

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

THE BAD

The following residents of Shady Gulch would like to see the town return to its lawless roots.

THE KILBURNS

The Kilburn family is a large mountain clan spread out over the western Appalachians. Kilburns have been moving west for a number of years, and the name Kilburn has become synonymous with cleverness, fighting ability, and outdoorsmanship. They are known as tough, hardy fighters, with a rough code of honor, and a profound sense of justice. They are fiercely loyal to family and kin, even relatives they have never met.

Most Kilburns are honest and hardworking souls, but a few have turned to the wrong side of the law, and these are quickly tarnishing the family name. Good Kilburns include the pugilist Thornton "The Dude" Kilburn in Texas, the retired Major Jack Kilburn, and the Ohio lawman turned novelist Allen K. Kilburn. Bad Kilburns include the outlaws Ben and Sage Kilburn, and the gunfighter Harry Kilburn. The Kilburns living in Shady Gulch are a few more of the bad sort.

Jake Kilburn

Jake is the lean, hawk-eyed owner and proprietor of the Golden Nugget Theater. He is a cunning opportunist who is always looking for a way to make more money. His men jumped several claims in the early days of Shady Gulch, and a steady influx of gold supplements the money he makes from the saloon. Jake sometimes outfits cattle rustlers, horse thieves, and outlaws in exchange for a share of the profits. He despises Preacher and his tithing racket, but has been unable to muster enough support to go against him.

Jake also hates his brother Billy. The two opened the Nugget together, but an argument over money soon came to blows. Ma

Kilburn broke up the fight before it spiraled out of hand, but Billy vowed not to live under the same roof as his brother. Jake constantly plots against his brother, disrupting his business, and causing him all manner of trouble. He plans to get rid of Billy for good once Ma dies. No Kilburn has ever killed another or had another killed, but this is about to change.

Billy Kilburn

Billy is the hairy, hulking owner of Billy's Saloon. His hair and beard are always unkempt, and his clothes are usually in need of a wash. Billy is more brutish and far less refined than Jake, but just as cunning and opportunistic. His bar is popular with the miners for the prizefights and other violent events held in the *Pit*. He occasionally brings in a ringer, usually a pugilist from Dodge City or Cheyenne, and is not above fixing a fight. He too plans to kill his brother once Ma dies.

JAKE KILBURN

3 FITNESS	3 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

athletics 3, brawling 4, business 4, carpentry 2, commerce 5, commodities 6, composure 3, disguise 2, drinking 6, finesse 2, firearms 5, forgery 2, gambling 5, general knowledge 4, riding 2, interrogation 3, intimidation 4, investigation 3, knife fighting 5, legends 2, literacy 1, locksmithing 2, negotiation 4, stealth 5, street cred 5, streetwise 5, survival 2, tracking 3, western lore 4

GIMMICKS

dextrous, quick

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -



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COYOTE TRAIL WILD WEST ROLEPLAYING

BILLY KILBURN

5 FITNESS	2 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

athletics 5, brawling 6, business 1, carpentry 1, commerce 1, commodities 1, composure 4, drinking 5, firearms 4, gambling 5, general knowledge 2, intimidation 5, knife fighting 5, legends 2, literacy 1, riding 1, street cred 3, streetwise 2, survival 2, tracking 2, western lore 4

GIMMICKS

clumsy, greedy, musclebound, ugly

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

Ma Kilburn

Ma is a tough, no-nonsense woman, with a bit of a sadistic streak who likes to sit on the Nugget's porch and chew tobacco. She watches everything, is highly intelligent, and has a knack for knowing what is happening in town. She treats non-Kilburns with open contempt, frequently makes snide comments, and uses the shotgun beside the chair and .44 in her lap to back her up. She demanded to be part of the town council and attends every meeting, although she rarely offers any input. The other council members tolerate her presence, despite their dislike of her and her sons.

Ma manages the saloon girls and brothels in both the Nugget and Billy's Saloon. She is utterly ruthless and uncaring towards the girls in her charge. Whores are recruited by advertising legitimate stage, cleaning, or waitressing jobs to desperate young women in other towns. Ma advances them the money for the one-way trip to Shady Gulch, and then forces them into prostitution at the Nugget. Those who resist are first threatened, and then beaten until they agree to her demands. Ma knows there are few options for penniless women with no

source of income who are alone in a rough and rowdy mining camp, and with the constant threat of Kilburn men hanging over them.

The prettiest girls become saloon girls, whose job is to dance with customers, charm them into buying drinks, and getting them riled up for the whores upstairs. The other women are turned out as whores to work in the Nugget's brothel. Girls who get hooked on dope, become mentally unstable, or physically damaged get sent to work at Billy's. Sheriff Trulock knows this is happening, but is unable to do anything about it, as the girls are too afraid of the Kilburns to lodge a complaint.

STORY IDEAS

- Because Ma likes to take a man every now and then, male members of the gang may receive her attention.
- Ma is also on the lookout for suitable wives for her sons, and a capable, strong-willed female member of the gang might also catch her eye for that purpose.
- Ma is accustomed to getting what she wants, and those who refuse her are inviting trouble.

TRAVIS "MOOSE" PARKER

Moose is a huge man who works security at the Golden Nugget. He is not too bright, but he is good at spotting trouble before it develops and tossing rowdies onto the street. He is loyal to Jake Kilburn, and has committed at least three murders at his employer's request.

JIMMY COLTON

Jimmy is a lean, shifty man who tends the bar at the Golden Nugget. He keeps a shotgun under the bar, and backs up Moose Parker in case of trouble. Jimmy is friendly and talkative, but reports everything he learns back to his boss.

MA KILBURN

1 FITNESS	4 AWARENESS	2 CREATIVITY	4 REASONING	3 INFLUENCE
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SKILLS

business 5, commerce 5, commodities 6, composure 5, crafts 3, drinking 5, firearms 4, gambling 5, general knowledge 7, interrogation 6, intimidation 3, investigation 7, knife fighting 2, legends 6, literacy 1, medicine 2, negotiation 6, street cred 6, streetwise 3, survival 3, tracking 2, western lore 7

GIMMICKS

acute hearing, hardened, peripheral vision, town authority, ugly

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

TRAVIS "MOOSE" PARKER

5 FITNESS	2 AWARENESS	1 CREATIVITY	1 REASONING	1 INFLUENCE
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SKILLS

athletics 5, brawling 5, commodities 2, composure 1, drinking 4, firearms 2, gambling 3, general knowledge 1, intimidation 5, knife fighting 4, legends 1, riding 1, street cred 2, streetwise 1, western lore 1

GIMMICKS

clumsy, musclebound

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ROLEPLAYING

JIMMY COLTON

2 FITNESS	4 AWARENESS	1 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

athletics 3, brawling 4, business 2, commerce 2, commodities 2, drinking 4, finesse 4, firearms 3, gambling 2, general knowledge 1, knife fighting 2, legends 2, negotiation 3, riding 1, stealth 3, streetwise 3, survival 1, tracking 1, western lore 3

GIMMICKS

dextrous

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

TOM DICKINS

3 FITNESS	2 AWARENESS	1 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

athletics 3, blacksmithing 1, brawling 4, business 1, drinking 5, commerce 1, commodities 4, composure 3, firearms 4, riding 2, gambling 3, general knowledge 2, intimidation 1, knife fighting 4, legends 2, negotiation 2, survival 3, tracking 3, western lore 5

GIMMICKS

none

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

TOM DICKINS

Tom is the bartender at Billy's Saloon. He is surly and not prone to talk much. He was a buffalo skinner in the past, and grew accustomed to the quiet of the plains. Tom backs up Billy in case of trouble.

QUENTIN "PREACHER" SADLER

Preacher is a tall, rangy man who wears a pair of tied-down guns over a minister's black coat and collar. Preacher is a man of his word—giving his word is another story. He is quick with a cross draw, and a firm believer in Old Testament justice. At the same time, he routinely breaks the Ten Commandments, and is the most powerful criminal leader in town. His rationale is simple—crime is acceptable, so long as one is not killed before he can confess his sins to God.

Preacher's Sunday sermons are actually quite moving. He paints an accurate picture of the dangers of the lawless West, and the need for honest men and women to avoid sin and vice. Almost everyone in Shady Gulch attends his sermons, even those who know Preacher for what he is. Most townsfolk do not know the extent of Preacher's criminal activities and can accept an eccentric, gun-toting minister as part of the hard nature of the West. Preacher has offered to marry several couples, and has presided over fourteen funerals, three of which were for men that he gunned down (these were deemed to be fair fights by witnesses).

Preacher is a regular at the town's saloons and brothels, although he never drinks or whores to excess. He collects "tithes" from all businesses in town except for the general store. This extortion fee protects the businesses from being robbed or burned down. Preacher controls the opium trade through contacts in Chinatown, and has been known to fund all sorts of illicit ventures including robberies, claim jumpings, horse-thievings, cattle-rustlings, and even murders. Freelance criminals must pay Preacher tribute to operate in the region.

Preacher hates Indians. His father was a strict, hellfire and brimstone missionary who took young Quentin along on trips to educate and save the heathen. One day, their wagon was ambushed by a Ute raiding party. Half-crazed when his father was killed, Preacher took up the Bible and began damning the braves with passages from Revelations. The Indians laughed. Their war chief raised his tomahawk to split Quentin's skull, when suddenly, a grizzly bear charged from the forest and tore into their midst. The Indians scattered, but Quentin kept reading. The bear growled at him. Confused, it sniffed him over, and then wandered back into the woods. Afterwards, the Indians gave Quentin the name Spirit Bear Preacher, believing him to be a medicine man able to summon protective animal spirits.

Preacher ran a huge black market ring during the Civil War. Before that, he supplied guns to the Comanches and then provided their whereabouts to the Texas Rangers. He was Colonel John Chivington's spiritual advisor for over a year and played an instrumental role in the Sand Creek Massacre of

QUENTIN "PREACHER" SADLER

4 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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SKILLS

academics 3, archery 2, athletics 5, boating 3, brawling 6, business 5, carpentry 1, commerce 6, commodities 7, riding 3, composure 7, drinking 7, firearms 6, forgery 3, gambling 6, general knowledge 6, interrogation 5, intimidation 7, survival 4, investigation 6, knife fighting 7, legends 5, literacy 3, tracking 4, negotiation 5, performance 7, street cred 7, streetwise 7, sword fighting 2, western lore 6

GIMMICKS

dextrous, enemies, hardened, intolerant, quick

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ROLEPLAYING

1864 that resulted in the deaths of over one hundred unarmed Cheyenne, mostly women and children. Preacher's name is known throughout the frontier, although his reputation varies between a tough, man of the cloth to a despicable criminal, depending on who is asked.

Preacher has a sly hand in almost everything bad that happens in and around Shady Gulch. An uneasy peace exists between himself and Sheriff Trulock, but most feel a showdown between the two is inevitable. Preacher's biggest ally is Ma Kilburn—and her sons, by default. He is the only man in town she respects, and several unconfirmed rumors suggest the two are lovers.

STORY IDEAS



- Preacher attempts to manipulate gangs that come to Shady Gulch.
- Criminals are always welcome, so long as they understand the pecking order.
- Businessmen can avoid harassment by agreeing to pay a tithe to the church.
- Preacher would not be happy to see another minister come to town.



JOSE "MEXICAN JOE" MANUELDO

Mexican Joe is a short, stocky half-Kiowa half-Mexican who speaks little English. He is a cold, uncaring man who hates women and children. Joe is an expert knifeman and rifleman, but prefers throwing knives to pistols. He is Preacher's right hand man, and has performed over a dozen back alley murders at his boss' request. Most of these men were criminals and vagrants who refused to pay Preacher his tribute. A few weeks ago, however, Joe butchered a prospector's wife and family for pleasure. The attack is believed to have been the work of Sioux Indians, and has incited fresh anger throughout the town.

STORY IDEAS



- Joe kept the woman's locket to help him fondly remember the murder and this might be used to determine his guilt.



GERALD "JOHNNY REB" SOMMERLAND

Johnny is a tough, bitter, ex-Confederate soldier who lost his entire family during the War Between the States. He despises both blacks and Yankees, and tries to provoke them into fights. When he gets drunk, he drapes himself in a tattered Confederate flag, and curses anyone who looks at him the wrong way. Johnny works for Preacher in various criminal enterprises. He carries a pistol and cavalry sword, and is quick to use them.

JOSE "MEXICAN JOE" MANUELDO

2 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

archery 4, athletics 5, brawling 3, commodities 3, composure 5, drinking 3, finesse 3, firearms 4, gambling 5, intimidation 3, general knowledge 2, knife fighting 7, legends 2, riding 3, stealth 5, street cred 3, streetwise 3, survival 3, tracking 3, western lore 3

GIMMICKS

dextrous, intolerant, sadist, ugly, superstitious

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

GERALD "JOHNNY REB" SOMMERLAND

3 FITNESS	3 AWARENESS	1 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

academics 2, athletics 4, boating 2, brawling 4, commodities 3, composure 3, drinking 1, firearms 4, gambling 3, intimidation 4, general knowledge 4, knife fighting 4, legends 2, literacy 2, riding 3, stealth 1, street cred 1, streetwise 2, survival 2, sword fighting 6, tracking 2, western lore 4

GIMMICKS

dextrous, intolerant, proud

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

THE UGLY

The following individuals represent those who are just passing through Shady Gulch, those who do not care one way or another what happens to the town, or those who stand to make a profit no matter what.

MAYOR TIMOTHY PEABODY

Mayor Peabody is a thin, energetic dude who relishes his post as self-elected mayor of Shady Gulch. He is a visible presence on the streets, chatting up locals and enthusiastically greeting newcomers, especially those who appear cultured. Peabody believes Shady Gulch is destined for greatness, and has corresponded all over America, inviting honest people and businesses to settle in town. The railroad and the telegraph no longer accept his letters. Peabody constantly proposes new ways to modernize Shady Gulch, and recently tried to pass a law that would change its name to something less coarse, New San Francisco being his personal choice. The measure was unanimously voted down.



COYOTE TRAIL WILD WEST ROLEPLAYING

MAYOR TIMOTHY PEABODY

1 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

academics 5, business 4, commerce 5, commodities 8, general knowledge 6, legends 5, literacy 6, negotiation 7, streetwise 5, western lore 5

GIMMICKS

cowardly, gentlemanly, peripheral vision, tenderfoot, town authority, weak

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

Peabody believes himself a gentleman and never wears a gun, hoping to set an example for others in town. Most folks think he is a tad crazy. For all his quirks, Peabody has a knack for staying out of harm's way. He is careful not to take sides against Trulock, Preacher, or the Kilburns, although privately, he thinks the sheriff is a troublemaker the town could do without.

Peabody is part owner of the Shady Gulch Hotel. He is the first one to welcome a new gang in town, and does his best to convince businessmen and tradesmen to stay. Blacksmiths, gunsmiths, carpenters, jewelers, and bankers can expect free meals and a lot of conversation.

JACOB RANDALL

Mr. Jacob Randall is a crafty, cold-hearted businessman from New York. He has made a fortune in gold from claims all over the west and has a reputation as a harsh, demanding man who rewards his friends, destroys his enemies, and is accustomed to getting his way.

Randall is a feared, respected, and sometimes hated man. When he sets his sights on a claim, there is little he does not

JACOB RANDALL

3 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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SKILLS

academics 5, athletics 2, brawling 4, business 6, commerce 6, commodities 8, composure 5, demolitions 5, drinking 4, firearms 3, gambling 4, general knowledge 6, interrogation 5, intimidation 7, investigation 5, knife fighting 3, legends 6, literacy 6, negotiation 7, riding 3, sciences 7, street cred 6, streetwise 7, western lore 6

GIMMICKS

enemies, famous, greedy, hardened, wealth

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

do to obtain it. His network of spies scour new boomtowns, reporting back to him on the biggest strikes. Randall prefers to buy claims outright, but is not above using threats, violence, or even murder to get his way. He hires thugs and gun-hands to do his dirty work, and has enough legal pull to keep his name clean. Randall has many enemies and never travels anywhere without his two bodyguards—a pair of well-paid and merciless guns-for-hire from back East named Martin Baxter and Clyde Morris.

Randall bought the two largest claims in Shady Vale, the Copperhead and Dead Rabbit, and each is worked by half a dozen men. He has sent for more experienced men and equipment to help turn them into professional mining sites. Randall is considering buying a third claim named the Pot o' Gold. The owners of the Pot, a trio of Irish brothers named Simon, Robert, and Alan McGuinness, have no intention of selling.

STORY IDEAS

- Randall is considering hiring a rough gang to pressure the McGuinness brothers into selling.
- The gang can help the brothers fight off Randall's men in exchange for part of the claim.

DEPUTY HAL OLDMAN

Deputy Oldman is a cocky young lawman who is good with a gun and quick to use it. Oldman spends much of his time at the Nugget, and many of his friends are thugs and would-be outlaws. He believes the Kilburns and Preacher see him as a friend and an equal, but in fact, they only use him to further their own ends.

Oldman is not above looking the other way for the right price. He knows Sheriff Trulock would not hesitate to fire him if someone else volunteered to take his job, but anyone who does had better watch his back. Oldman lusts after Elizabeth Tanning and is becoming impatient with her rebuffs.

DEPUTY HAL OLDMAN

3 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	3 INFLUENCE
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SKILLS

athletics 3, brawling 4, business 2, commodities 3, composure 2, drinking 5, firearms 6, gambling 4, general knowledge 4, interrogation 2, intimidation 4, investigation 2, knife fighting 4, legends 1, literacy 1, negotiation 3, riding 4, stealth 3, street cred 5, streetwise 6, survival 2, tracking 2, western lore 3

GIMMICKS

cowardly, dextrous, lecherous, town authority

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ROLEPLAYING

STORY IDEAS

- Oldman might try hiring a lawless gang to kidnap Elizabeth.
- An honorable gang might stumble across Elizabeth and her kidnappers in the wild.

LAWRENCE HENNING

Henning is an expert tailor from New York. He specializes in fine hats and clothing, but does not turn down paying-work. Henning is new to Shady Gulch and is currently staying at the hotel. He was lured to the town by letters from Mayor Peabody, and is not yet sure if this is the kind of place in which he wants to settle. His room doubles as a shop, and several suits and hats hang on display.

Henning has good contacts among Shady Gulch's respectable citizens. He plans to order some expensive dresses and women's clothing accessories to sell in town.

STORY IDEAS

- Henning may try to hire the gang to protect his investment.
- The gang might learn of the purchase and attempt to hijack the shipment en route.

ELEANOR "ELLIE" BECK

Ellie is a saloon girl at the Golden Nugget. She is intelligent, vibrantly beautiful, and pleasantly outspoken. Her parents died in a fire when she was ten, and she grew up in a Pennsylvania orphanage. Ma Kilburn convinced her to come to Shady Gulch where she turned out to be a good earner—men line up every night to see her dance and buy her drinks.

Ma likes her spirit, and thinks she would make a good bride for her son Jake. Ellie despises the Kilburns, but is careful not to show it for fear of being forced into prostitution or worse. She loves children and would desperately like to marry an honest, hardworking man. She has had several offers of marriage, but none from anyone respectable. She knows her would-be husband would have to be strong enough to defend her against Ma Kilburn's anger.

CHARLES "CHARLIE" NATHAN

Charlie is the local barber and doctor. He has become fairly adept at treating gunshots and stab wounds, although the treatment sometimes hurts worse than the injury, and more than a few patients have died on the table or later from infection. Some believe he is a real doctor back East, but this not true. Charlie keeps his ears open, and is a good source of information on happenings in Shady Gulch.

LAWRENCE HENNING

1 FITNESS	4 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

academics 3, business 5, commerce 5, commodities 5, design 7, disguise 5, finesse 3, literacy 5, negotiation 6, western lore 3, general knowledge 3

GIMMICKS

dextrous, gentlemanly, tenderfoot

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

ELEANOR "ELLIE" BECK

2 FITNESS	4 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
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SKILLS

academics 2, athletics 1, business 3, commerce 3, composure 3, commodities 5, design 3, disguise 4, drinking 6, finesse 3, firearms 2, gambling 3, general knowledge 3, literacy 4, music 5, negotiation 6, performance 7, seduction 7, street cred 3, streetwise 5, western lore 4

GIMMICKS

alluring, compassionate, sure-footed

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

CHARLES "CHARLIE" NATHAN

2 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 1, brawling 1, business 4, carpentry 2, commerce 3, commodities 4, design 4, finesse 4, firearms 2, gambling 2, general knowledge 5, investigation 3, knife fighting 3, legends 3, literacy 1, medicine 4, negotiation 3, streetwise 5, western lore 5

GIMMICKS

acute hearing, cowardly, lecherous

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

Charlie is something of a pervert. The Kilburns pay him regularly to check their whores for diseases and treat other ailments—a job he greatly enjoys. Charlie comes off as friendly and honest to most men, but very few women are fooled.

Recently, a Nugget whore named Betty Jacoby has become pregnant. Ma Kilburn sends pregnant girls to work at Billy's until after a miscarriage or birth, and Betty is terrified of what might happen to her there. Charlie has agreed to perform an abortion, but has demanded she give him *freebies* until she begins to show.



COYOTE TRAIL WILD WEST ROLEPLAYING

STORY IDEAS

- Any member of the gang who has medical experience might be able to help her before or after Charlie botches the operation.

"HANDY" RANDALL WALKER

The charming and charismatic Handy Randall is one of several dealers employed by the Golden Nugget Theater. Randall is an expert cardsharp and sleight-of-hand trickster. He was a riverboat gambler until he was shot and almost killed after being caught bottom dealing. Now, he plays it fair unless his boss tells him otherwise. Randall keeps his ears open, and is a valuable source of information for Jake Kilburn.

STORY IDEAS

- Randall does not like the Kilburns and is currently looking for a partner to help him cheat the Nugget and leave town.

SETH "WETFOOT" TRIPTON

Seth is a Mormon prospector who came to Shady Gulch several months ago to pan for gold in the nearby creeks and streams. One day, he fell into a shallow cave and came across a rich vein of gold. Seth is a nervous wreck. He is too scared to stake an official claim on the site for fear of being bushwhacked, and spends his time getting drunk in the Cornerstone saloon instead.

STORY IDEAS

- Seth might offer an honorable gang a share of his strike in exchange for helping him defend the find.
- A lawless gang might also learn of his claim and try to jump it.

MARTY AUGUSTINE

Marty is a lean gunslinger from Atlanta with gray eyes and a steely disposition. He fought for the Confederacy in the War, and has since found work as a bounty hunter, bodyguard, and hired gun. A few years ago, he teamed up with Wes Cranston, and the two have worked well together in mediating several cattle disputes.

Marty spends much of his time hanging around the saloons. He frequently checks the wanted posters in the jailhouse to see if he recognizes any faces. He does not go out of his way to cause trouble, but has been in several gunfights and already killed two men since coming to town. Marty is good with a gun, but is also a practical man and not above shooting someone in the back if it is in his best interests.

"HANDY" RANDALL WALKER

2 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	1 INFLUENCE
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SKILLS

academics 2, boating 4, brawling 3, business 1, commerce 3, commodities 7, composure 5, drinking 5, finesse 7, firearms 3, forgery 4, gambling 7, general knowledge 2, knife fighting 2, legends 3, literacy 4, negotiation 4, riding 3, stealth 4, street cred 3, streetwise 5, survival 2, tracking 2, western lore 3

GIMMICKS

dextrous, greedy

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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SETH "WETFOOT" TRIPTON

3 FITNESS	3 AWARENESS	1 CREATIVITY	3 REASONING	1 INFLUENCE
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SKILLS

academics 3, athletics 3, blacksmithing 2, boating 2, brawling 3, business 2, carpentry 4, commerce 2, commodities 4, firearms 4, general knowledge 4, knife fighting 3, legends 4, literacy 3, riding 4, sciences 1, survival 4, tracking 3, western lore 4

GIMMICKS

discrimination, gentlemanly, pious

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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MARTY AUGUSTINE

3 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

athletics 4, blacksmithing 3, brawling 4, business 2, firearms 6, commerce 2, commodities 4, composure 5, drinking 4, riding 4, gambling 5, general knowledge 4, interrogation 4, intimidation 5, knife fighting 5, legends 3, literacy 1, stealth 4, negotiation 4, street cred 5, streetwise 4, survival 4, tracking 4, western lore 4

GIMMICKS

dextrous, hardened, sure-footed

INT ☐ ☐ ☐ ☐ ☐ DIFF +1 +2 +3 —	FAT ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —	INJ ☐ ☐ ☐ ☐ ☐ +1 +2 +3 —
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WES CRANSTON

Wes is a rangy, bearded gunman with a long knife scar running down his right cheek. Like his partner, Marty, he is a bounty hunter and gun-for-hire, currently unemployed. Unlike Marty, Wes is more prone to engage in an honest fight. Wes was on-hand to witness Trulock's shootout with Jimmy Campbell, and although he respects the sheriff's authority, he was not impressed by his skill with a gun.



COYOTE TRAIL WILD WEST ROLEPLAYING

WES CRANSTON

3 FITNESS	3 AWARENESS	2 CREATIVITY	1 REASONING	1 INFLUENCE
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SKILLS

academics 1, athletics 4, blacksmithing 3, brawling 4, business 4, carpentry 3, commerce 4, commodities 5, composure 5, drinking 4, firearms 6, gambling 3, general knowledge 4, intimidation 5, knife fighting 5, legends 3, literacy 1, riding 4, negotiation 4, stealth 4, street cred 5, streetwise 5, survival 3, tracking 3, western lore 5

GIMMICKS

dextrous, gentlemanly, quick, ugly

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

"QUICK" MIKE DRUMMOND

Quick Mike is a brash young cowboy who works for the Triple Diamonds brand. He is a good wrangler, but not as good as he believes. He likes to show off his riding and gun skills, and has developed several trick-shots and gun-twirling maneuvers. When off work, Quick Mike likes to hang out at the Nugget where he sometimes demonstrates his tricks for the crowd's enjoyment. Mike is under the delusion that the saloon girl Ellie is playing hard to get with him. Quick Mike thinks of himself as a gunfighter, able to draw with the best of them, and is eager to make a name for himself in Shady Gulch.

STORY IDEAS

- Members of the gang who get too friendly with Ellie might find themselves called out into the street by Mike.

DEVON WRIGHT

Devon is a huge, black man from San Francisco employed by the Fredericksburg Logging Company. He is the foreman of a group of lumberjacks sent to prepare the way for serious logging in the nearby hills. Devon is loud and boisterous, and has made many friends and enemies in town. He has earned quite a few dollars in the *Pit* at Billy's Saloon. Billy Kilburn recently offered him money to take a dive, but he refused. Billy plans to drug Devon before his next match.

STORY IDEAS

- The gang might catch wind of Billy's plans or even witness the deception.
- Billy might hire the gang to drug Devon.
- Billy might line up a match between Devon and a member of the gang.

"QUICK" MIKE DRUMMOND

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

animal handling 4, athletics 3, blacksmithing 3, brawling 3, drinking 3, finesse 5, firearms 5, gambling 3, knife fighting 2, general knowledge 1, legends 2, performance 4, riding 4, roping 4, survival 3, tracking 3, western lore 3

GIMMICKS

dextrous, quick, thrill-seeker

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

DEVON WRIGHT

5 FITNESS	4 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 5, blacksmithing 4, boating 3, brawling 7, business 3, carpentry 5, commerce 4, commodities 3, composure 5, riding 3, drinking 6, firearms 3, gambling 4, general knowledge 4, intimidation 7, knife fighting 3, legends 3, negotiation 3, streetwise 3, western lore 3

GIMMICKS

dextrous, discrimination, gentlemanly, musclebound, quick, sure-footed, thrill-seeker

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

P.J. WINDHAM

P.J. is a grizzled musician from New Orleans who is given free drinks and an occasional whore in exchange for playing the piano at the Golden Nugget Theater. P.J. is a hopeless drunk. He spends his days passed out in Shady Gulch's alleys and does almost anything for a drink. Some of the meaner customers like to make sport of him, offering him booze to do things like run into walls, eat cow patties, or shave his eyebrows and whiskers. Sheriff Trulock and most of the other respectable citizens in town put a stop to this behavior when they can.

STORY IDEAS

- Members of the gang can distinguish themselves by looking out for Windham.

IAN McTAGGERT

Ian is a Scottish sheepherder who lives in a small cottage in Shady Vale. His wife took ill and died on the boat to America, and he came West hoping to provide a better life for his three sons, Robert, Edgar, and Michael. Ian is constantly being



COYOTE TRAIL WILD WEST ROLEPLAYING

harassed by cowhands, especially those of the Circle-Bar-T ranch. His sheep have been shot, his sons insulted, and he was once set upon by three cowboys in the streets of Shady Gulch. Sheriff Trulock broke up the scuffle soon after it started, but those who witnessed it say Ian put up a hell of a fight. Ian has since become a regular at the Cornerstone and is a friend of Ralph Hartman.

SITTING BULL (SMILES NO MORE)

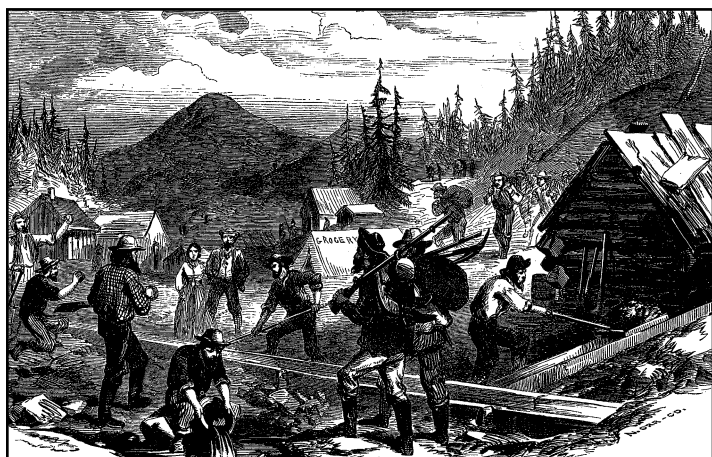
Smiles No More is a venerable Cheyenne war chief whose village had renounced fighting the white man. His name was Smiles Like the Sun, until his children and grandchildren were massacred a few years ago by scalp-hunters. Smiles No More was shot in the chest and back, and barely managed to stay mounted as his horse took him to safety. During the fever that followed, a great eagle spirit came to Smiles No More in a vision, and told him he would recognize his family's killers when he saw them. Smiles No More has been tracking the outlaws through the West ever since, and has thus far killed five of the seven men responsible.

Smiles No More sleeps in the alley behind the Hotel. He pretends not to understand English, and seldom leaves town except to hunt for food and trade skins. He is tolerated as the town drunk, and subjected to abuse by children, town bullies, and other rowdies. The locals do not know his real name and call him Sitting Bull. He suffers this treatment in silence.

Smiles No More carefully inspects any newcomers that come into town, looking for sign of his family's killers. He no longer cares whether he lives or dies—he just wants revenge.

STORY IDEAS

- Smiles No More might mistake a member of the gang for one of the men he seeks, and attack when least expected.
- The gang might also help Smiles No More with his revenge, earning his loyalty for life.



P.J. WINDHAM

2 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

academics 2, gambling 3, general knowledge 3, legends 4, literacy 4, music 6, performance 5, streetwise 5, western lore 5

GIMMICKS

alcoholic, weak

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

IAN McTAGGERT

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

animal handling 6, athletics 4, blacksmithing 4, boating 4, brawling 5, business 4, commerce 4, commodities 5, drinking 5, composure 4, firearms 3, gambling 4, general knowledge 3, knife fighting 3, legends 4, literacy 1, negotiation 3, survival 3, tracking 4, western lore 3

GIMMICKS

constitution, discrimination, gentlemanly, pious, superstitious

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

SITTING BULL (SMILES NO MORE)

3 FITNESS	5 AWARENESS	2 CREATIVITY	3 REASONING	1 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

archery 7, athletics 7, boating 4, brawling 6, commodities 4, composure 6, drinking 4, firearms 5, general knowledge 4, interrogation 4, intimidation 6, investigation 4, knife fighting 7, legends 7, riding 5, stealth 6, streetwise 6, survival 7, tracking 7, western lore 6

GIMMICKS

acute vision, dextrous, discrimination, hardened, multilingual, reduced stamina, superstitious, sure-footed

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 -	+1 +2 +3 -	+1 +2 +3 -

CHINATOWN NOTABLES

THE TONGS

Tongs are brutal Chinese criminal associations who control the extortion, brothels, gambling parlors, opium dens, and prostitution in Shady Gulch's Chinatown. Their enforcers are the "boo how doy," or "hatchet men," whose calling card is an axe in the skull of anyone who crosses the Tong. There are two rival Tongs currently operating in Chinatown—the Xiangs and the Lunges. Their enforcers have clashed several times in the middle of the street, and a bloody war between the two gangs is imminent. Most white residents of Shady Gulch are entirely unaware of this ongoing conflict.

XIANG THE BUTCHER

Xiang is a relative newcomer to Shady Gulch. His Tong is the toughest and most ruthless of the two local factions, and he is the single-most feared man in Chinatown. Xiang owns and operates Xiang's Slaughterhouse, butchering meat, and selling it to the townsfolk. He also disposes of bodies for a small fee. Xiang hates white men, and has been known to wrap a pound or two of human flesh in butcher paper and pass it off as pork, just out of spite.

DOU-CHOI LUNG

Dou-Choi was the first Tong leader to arrive in Shady Gulch. His faction is larger and better funded than Xiang's, but his men have suffered several recent defeats. Dou-Choi is slowly losing support among the local Chinese. Dou-Choi owns and operates the Black Lotus opium den and brothel. He is Preacher's supplier in the dope trade, and has considered asking for his help. Preacher does not care who runs Chinatown so long as it does not interfere with his own business.

STORY IDEAS

- If Preacher befriends the gang, he might send them to eliminate a rival Tong faction.

HAN LI

Li is a short, fat, Chinaman who runs the laundry services for Shady Gulch. His business has made him the richest man in Chinatown, although he keeps this knowledge a secret. Li pays both Xiang and Dou-Choi protection money to be left alone. He knows a war is brewing between the two, and has quietly armed his own men, hoping to make a power grab when the fighting is over.

XIANG THE BUTCHER

4 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	3 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

academics 4, animal handling 4, athletics 7, blacksmithing 3, brawling 5, business 4, commerce 4, commodities 6, firearms 2, composure 6, drinking 4, gambling 4, interrogation 5, legends 4, general knowledge 4, intimidation 6, investigation 5, literacy 4, knife fighting 5, negotiation 3, street cred 6, streetwise 6

GIMMICKS

dextrous, discrimination, greedy, hardened, multilingual, quick, sadist, town authority

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

DOU-CHOI LUNG

3 FITNESS	4 AWARENESS	2 CREATIVITY	4 REASONING	5 INFLUENCE
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SKILLS

academics 4, athletics 4, brawling 4, business 7, commerce 7, commodities 7, composure 5, drinking 5, firearms 3, forgery 4, gambling 6, general knowledge 5, interrogation 5, intimidation 5, investigation 5, knife fighting 4, legends 5, literacy 5, negotiation 5, street cred 5, western lore 5

GIMMICKS

discrimination, loyal, multilingual, peripheral vision, pious, town authority, wealth

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

HAN LI

2 FITNESS	4 AWARENESS	2 CREATIVITY	4 REASONING	2 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

academics 3, athletics 4, boating 3, brawling 3, business 6, commerce 6, commodities 6, composure 4, design 4, drinking 4, firearms 3, gambling 4, general knowledge 5, investigation 5, legends 4, literacy 4, negotiation 4, sciences 3, stealth 4, streetwise 5, western lore 4

GIMMICKS

discrimination, greedy, multilingual, pious, reduced stamina, wealth

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



COYOTE TRAIL WILD WEST ROLEPLAYING

INDIAN NOTABLES

Three major tribes of Great Plains natives live in the Black Hills area. These are the Sioux, Cheyenne, and Arapaho. Angered by illegal mining encampments such as Stonewall, Lead, Deadwood, and Shady Gulch, the tribes have united to make war upon the United States. The Indians have been victorious in several recent engagements, and these successes have emboldened the tribes. Indians have begun massing in ever greater numbers, and white men living in the Black Hills area are under constant threat of attack.

After the disaster at the Little Bighorn, the names Sitting Bull, Dull Knife, and Crazy Horse are fresh on everyone's lips, but there are many other fierce braves and war chieftains scattered throughout the Black Hills. Standing bounties ranging from ten to twenty dollars for Indian scalps (men, women, or children) are sometimes posted by ranchers, mining companies, and even town governments. Most reputable individuals, however, rarely engage in such trade.

HORSE FOOT

Horse Foot is a cunning Sioux war chief and veteran of many battles. His right leg was maimed when a Union cavalry officer ran him down, and he walks with a slight limp. Horse Foot leads a band of fifteen braves through the Black Hills, killing any men they find, although he sometimes takes mercy on women and children. A \$175 *dead or alive* bounty has been placed on Horse Foot's scalp.

FAR SHOT

Far Shot is a young Cheyenne brave riding with Dull Knife. He is fast and strong, and a skilled rider. He is also an excellent shot with a rifle, and has killed men at impossible ranges. Far Shot and his friends Lost Feather and Three Club often head off on their own to ambush white men.

BLUE DOG

Blue Dog is an Arapaho war chieftain whose spirit totem, named Dog, told him to forsake the way of the whites in a vision. This hardy warrior has since returned to the old ways of the bow and tomahawk. He travels with a band of two-dozen braves who also refuse to fight with firearms. A pack of two to six dogs usually accompanies the war party on raids, and are trained to cause havoc with enemy horses. A \$250 *dead or alive* bounty has been placed on Blue Dog's scalp.

HORSE FOOT

4 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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SKILLS

archery 4, athletics 6, brawling 4, commodities 4, composure 5, firearms 6, gambling 4, general knowledge 5, interrogation 5, intimidation 6, investigation 4, knife fighting 6, legends 4, negotiation 4, performance 4, riding 6, stealth 6, survival 7, tracking 7, western lore 4

GIMMICKS

dextrous, discrimination, hardened, proud, intolerant, multilingual, quick

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

FAR SHOT

3 FITNESS	5 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

archery 3, athletics 4, brawling 3, commodities 4, composure 4, firearms 5, gambling 3, general knowledge 3, knife fighting 4, legends 4, riding 4, stealth 4, survival 4, tracking 4, western lore 3

GIMMICKS

acute vision, dextrous, discrimination, internal compass, thrill-seeker

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —

BLUE DOG

5 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	4 INFLUENCE
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SKILLS

archery 8, athletics 7, brawling 6, commodities 4, composure 6, gambling 4, general knowledge 4, interrogation 5, intimidation 7, investigation 5, knife fighting 7, legends 5, negotiation 4, riding 6, stealth 6, survival 7, tracking 7, western lore 6

GIMMICKS

discrimination, hardened, internal compass, intolerant, multilingual, peripheral vision, pious, quick, sure-footed

INT ☐ ☐ ☐ ☐ ☐	FAT ☐ ☐ ☐ ☐ ☐	INJ ☐ ☐ ☐ ☐ ☐
DIFF +1 +2 +3 —	+1 +2 +3 —	+1 +2 +3 —



JOURNAL THREE

INDIAN TRAILS

The American Indian and his struggle to preserve his way of life played a central part in the shaping of the American West. Starting in the mid 1800s, the trickle of humanity creeping across the Great Plains turned into an unstoppable wave. Game became scarce and many Indians suffered from famine and disease. The tribes responded to this invasion in the only way they could—they made bloody war. Despite the emergence of strong leaders such as Buffalo Hump, Red Cloud, Roman Nose, and Cochise, the Indians were unable to stem the tide of humanity washing up from the eastern coast. As a result, the history of the Indians in the West, from the heartbreaking Trail of Tears to the Massacre at Wounded Knee, is a story of conflict, suffering, and eventual forced assimilation.

Indian Trails provides some background and history for Native American characters, as well as a few tips for running an Indian tribal saga. Much of the information contained herein has been simplified for role-playing game purposes, however. Those who desire a more factual or detailed account of Native American history and culture are encouraged to visit their local libraries.





NATIVES UPROOTED

Many treaties were signed during the nineteenth century. Most resulted in the relocation of Indian tribes to designated tracts of land known as reservations. Tribes were given policing and limited ruling control over their reservations, but many grew tired of the harsh and ill-equipped regions. This only led to further conflicts and the continuing decimation of the Indian population.

THE BUREAU OF INDIAN AFFAIRS (BIA)

Formed in 1824, the Bureau of Indian Affairs (BIA) is an agency of the United States Federal Government charged with the administration and management of newly created Indian Reservations.

In 1849, Congress transferred the BIA from the War Department to the newly founded Department of the Interior. This transfer changed the bureau's policies and responsibilities. The removal of tribes to reservations had brought about disease and starvation, forcing the government to provide them with food, shelter, and other supplies. Administering the distribution of this aid became the responsibility of the BIA.

By the 1860s, however, the agency ceased to discharge its duties responsibly. Unscrupulous politicians, traders, and Indian agents pocketed allotments, overcharged for services, and distributed worthless goods. This only increased misery on the reservations and generated hostility and discontent among the tribes. In 1867, Congress appointed a Peace Commission to study these problems. The commission recommended many changes, and conditions on the reservations gradually improved, but by then, much of the damage had already been done.

During the assimilation era of the 1880s, BIA agents became responsible for operating schools, dispensing justice, distributing supplies, administering allotments, and leasing contracts. By the twentieth century, the Indian agent, in effect, becomes the tribal government.

INDIAN REMOVAL

The Indian Removal Act of 1830 was a law designed to facilitate the relocation of American Indian tribes living east of the Mississippi River. The Removal Act authorized the President to negotiate land-exchange treaties with tribes living within the boundaries of existing U.S. states. The intent was to relocate the tribes to lands further west.

A number of Indian Removal treaties were signed. Unfortunately, these treaties were often signed by Indians who did not speak for the entire tribe or by those who did not understand the full implications of the treaties. In the end, most American Indians reluctantly, but peacefully, complied with the terms of the removal treaties, often with bitter resignation. Some groups, however, went to war to resist the implementation of these treaties.

The Indian Removal Act was strongly supported in the South, where states were eager to annex lands inhabited by the "Five Civilized Tribes." Most Americans favored the passage of the Act, but there were some who protested the dubious legality of the treaties.

The treaties signed under the Indian Removal Act paved the way for the reluctant, and often forcible, emigration of tens of thousands of American Indians to the West. The most infamous of these was the Treaty of New Echota (signed in 1835), which resulted in the removal of the Cherokee Nation on the Trail of Tears—a grueling twelve-hundred-mile march that resulted in the death of an estimated four-thousand Indians.

The Indian Removal Act also set the precedent for relocating western Indian tribes onto reservations.

INDIAN TERRITORY

Indian Territory is a huge stretch of land set aside within the United States for use by American Indians. The general borders were set by the Indian Intercourse Act of 1834 to include "...all that part of the United States west of the Mississippi and not within the states of Missouri and Louisiana, or the territory of Arkansas..."

Indian Territory serves as the destination for the policy of Indian Removal. Much of the territory was already inhabited by various Plains Indian tribes who are not pleased to see it being further settled.



TRAILS & TREATIES

Trails became a threat to the native tribes. White settlers and prospectors became a frequent sight, encroaching on the tribal lands. While treaties were signed to protect those riding the trails, both aspects, travel and treaty, were disrupted or broken.

THE TRAILS

A number of overland trails were established through Indian country. Wagon trains full of settlers, prospectors, and soldiers became more and more frequent, especially after the California Gold Rush in 1849. From the beginning, these trails came under constant attack by Plains Indian raiding parties. Treaties are occasionally made to ensure the safety of emigrants, but the peace never lasts.

THE SANTA FE TRAIL

The Santa Fe Trail is a nineteenth century transportation route across southwestern North America, connecting Missouri with Santa Fe, New Mexico. Established in 1821, it serves as a vital commercial and military highway until the railroad arrives in Santa Fe in 1880. After the acquisition of the Southwest from Mexico in 1848, the trail plays a vital role in the expansion of the United States into the lands it acquires.

THE OREGON TRAIL

The Oregon Trail is one of the key overland migration routes used by pioneer wagon trains to settle new parts of the United States of America during the nineteenth century. The Oregon Trail spans over half the continent, proceeding over two-thousand miles west through territories and land later to become Missouri, Kansas, Nebraska, Wyoming, Idaho, and Oregon. Between 1841 and 1869, the Oregon Trail was the key route used by settlers to reach the Northwest and West Coast areas.

In May of 1842, the first organized wagon train on the Oregon Trail set out from Elm Grove, Missouri, with more than one-hundred pioneers. The following year, an estimated eight-hundred immigrants arrived in the Willamette Valley. Hundreds of thousands more followed, especially after gold was discovered in California in 1849. The trail was still in use during the Civil War, but traffic declined after 1869 when the transcontinental railroad was completed.

The Oregon Trail cuts through the heart of the Great Plains and passes through the Rocky Mountains on its way to Oregon. In the late 1840s, the California Trail was established, branching off of the Oregon west of the Rockies, taking farmers and gold-seekers to California.

The Plains Indians watched the wagon trains with curiosity at first, not fully realizing the devastating effect the migration would soon have upon their lives.

THE OVERLAND TRAIL

Established in 1862, the Overland Trail was the principal mail and passenger route to the west from 1862 to 1868. The Overland Trail runs westward from Atchison, Kansas, following the Oregon Trail more or less, with some diversions. At Julesburg, Colorado, it leaves the Oregon Trail, but rejoins it again in western Wyoming at Ft. Bridger.

Indian attacks along the Overland Trail increased as more emigrants made their way west. Travelers were killed, livestock was stolen, telegraph lines were pulled down, and way stations burned. More military posts were eventually erected along the overland stage and wagon routes. Emigrants continued to use the Overland Trail for many years, but the mail line came to an abrupt end in 1869 when the Union Pacific and the Central Pacific railroads met at Promontory Point, Utah.

THE BOZEMAN TRAIL

First scouted in 1863, the Bozeman Trail is an overland route connecting the Oregon Trail to the gold rush territory of Montana. The flow of white settlers along the trail (which cut straight through Indian land) sparked several military campaigns between the Plains Indians and the U.S. Army.

Indian raids on white travelers and settlers increased dramatically between 1864 to 1866, and civilian travel along the trail eventually ceased. The trail was abandoned in accordance with the Fort Laramie Treaty of 1868 after a costly war against the Sioux. The army later resumes use of the trail for military campaigns against the Plains Indians.



COYOTE TRAIL WILD WEST ROLEPLAYING

THE FORTS

A chain of military outposts extending from Fort Jesup, Louisiana, to Fort Snelling, Minnesota, define the eastern borders of Indian Territory. Beyond that, an expanding network of small frontier forts provide visible protection for white settlers and a place to trade goods. Forts are also built along the major trails to protect travelers, but most are poorly manned and ill-equipped, with military patrols often too small to be effective. Three of the more famous frontier forts located on the Great Plains are Bent's Fort, Fort Laramie, and Fort Phil Kearny.

BENT'S FORT

Bent's Fort was a small adobe structure built by William Bent in 1833 as a trading post for southern Plains Indians and white trappers. The fort was the only major permanent white settlement on the Santa Fe Trail between Missouri and the Mexican settlements, and provided explorers, adventurers, and the U.S. Army a place to get needed supplies, wagon repairs, livestock, good food, water, company, rest, and protection. During the war with Mexico in 1846, the fort became a staging area for Colonel Stephen Watts Kearny's "Army of the West."

In 1849, William Bent attempted to sell the fort to the U.S. Army. When negotiations stalled, Bent mined the fort with gunpowder and explosive charges and "blew it to pieces" to ensure that it would not be seized.

FORT LARAMIE

Fort Laramie was originally a trading post that later became a military outpost of the United States Army. The fort is located along the lower Laramie River near its mouth on the North Platte. Founded in the 1830s during the fur trade, it was taken over by the Army in 1849 and emerged as one of the most important centers of white settlement in the American West. During the mid nineteenth century, it is a primary stopping point on the Oregon Trail and the most significant economic hub of white commerce in the region. Many of the Army's military campaigns during the Indian Wars are conducted from Fort Laramie's headquarters—the fort also gave its name to two important treaties.

FORT PHIL KEARNY

Fort Phil Kearny was a United States Army outpost built in 1866 along the Bozeman Trail to protect prospective miners traveling north from the Oregon Trail to the gold fields of Montana. The fort was the largest of three located along the east side of the Bighorn Mountains in the Powder River Country. The other two forts are Fort Reno and Fort C. F. Smith.

Fort Phil Kearny played an important role in Red Cloud's War and was the site of the Fetterman Massacre. All three

forts were abandoned as part of the Fort Laramie Treaty of 1868, and Cheyenne Dog Soldiers burned them to the ground shortly after.

THE TREATIES

Many treaties were struck with the Plains Indians. Most involved removal of the Indians to reservations and cessation of attacks on white settlers and travelers in exchange for cash annuities, goods, and guaranteed land ownership. The treaties were routinely broken by parties on both sides. Three of the most important Great Plains treaties were the Medicine Lodge Treaty, Fort Laramie Treaty of 1851, and Fort Laramie Treaty of 1868. The Great Peace of 1840 is also worthy of note.

FORT LARAMIE TREATY OF 1851

The Fort Laramie Treaty of 1851 was signed between the United States of America and representatives of the Sioux, Cheyenne, Arapaho, Crow, and several other Indian nations. The U.S. government promised the Indians control of the Great Plains while the tribes guaranteed safe passage for settlers on the Oregon Trail in return for a promised annuity of fifty-thousand dollars annually for fifty years. The Indian nations also agreed to allow roads and forts to be built inside its territories. Congress later cut appropriations for the treaty to ten years' annuities, and several tribes never received the promised payments. Nevertheless, the treaty produced a brief period of peace.

THE MEDICINE LODGE TREATY

The Medicine Lodge Treaty was signed between the United States and the Kiowa, Comanche, Cheyenne, and Arapaho at Medicine Lodge, Kansas in 1867, following the Colorado War. The treaty offered the Indians a reservation with churches, schools, and cash annuities in return for a vast tract of land. The government also promised to stop the buffalo hunting, which decimated the great herds of the Plains. The government failed to prevent the slaughtering of the herds, however, and this eventually provoked the Plains Indians to return to raiding.

FORT LARAMIE TREATY OF 1868

The Fort Laramie Treaty of 1868 was an agreement between the United States and the Sioux nation, signed at Fort Laramie in the Wyoming Territory following Red Cloud's War. The treaty guaranteed the Sioux ownership of the Black Hills and further land and hunting rights in South Dakota, Wyoming, and Montana. According to the terms of the treaty, the Powder River Country was to be henceforth closed to all whites. The treaty included articles intended to "insure the civilization" of the Sioux—financial incentives for them to farm land and



COYOTE TRAIL WILD WEST ROLEPLAYING

trade, and stipulations that minors be provided with an English education. To this end, the U.S. government included in the treaty that white teachers, blacksmiths, and a farmer, miller, carpenter, engineer, and government agent should take up residence within the reservation. Repeated violations of the otherwise exclusive rights to Sioux land by gold prospectors eventually led to the Black Hills War of 1876.

THE GREAT PEACE OF 1848

The Great Peace of 1840 was a landmark event brokered between the Comanche-Kiowa and the Cheyenne-Arapaho tribes. In it, they agreed to stop raiding and making war against each other. The meeting, held near the trading post of Bent's Fort, was the largest recorded gathering of Plains Indian tribes in history. The deal was cemented by a gift of thousands of horses from the Comanche-Kiowa to the Cheyenne-Arapaho. The truce enabled the Comanche-Kiowa to concentrate their attacks on white settlers in Texas without fear of raids from their Indian neighbors to the north.

THE TRIBES

THE FIVE CIVILIZED TRIBES

The "Five Civilized Tribes" is the term applied to five Native American nations—the Cherokee, Chickasaw, Choctaw, Creek, and Seminole. They are considered civilized by white society because they adopted many Western customs and had generally good relations with their neighbors. The Five Civilized Tribes lived in the Southeastern United States before their removal to Indian Territory west of the Mississippi.

Once settled on their new lands, the Five Tribes slowly began to adapt and prosper. When the Civil War broke out between the states, this

prosperity ended. The Five Tribes were divided as to which side to support. The Choctaw and Chickasaw fought predominantly on the Confederate side, while the Creek, Seminole, and especially the Cherokee were split between the Union and the Confederacy. The Cherokee fought a civil war within their own nation between those who supported opposing sides.

The end of the Civil War left all five nations devastated and in need of rebuilding. The Five Civilized Tribes did not play a major role in the shaping of the Old West and are therefore only touched upon briefly. Renegades and other disgruntled members of the Five Tribes sometimes join war parties from other Indian nations, however, so it is possible for player characters to be from any of the five tribes.

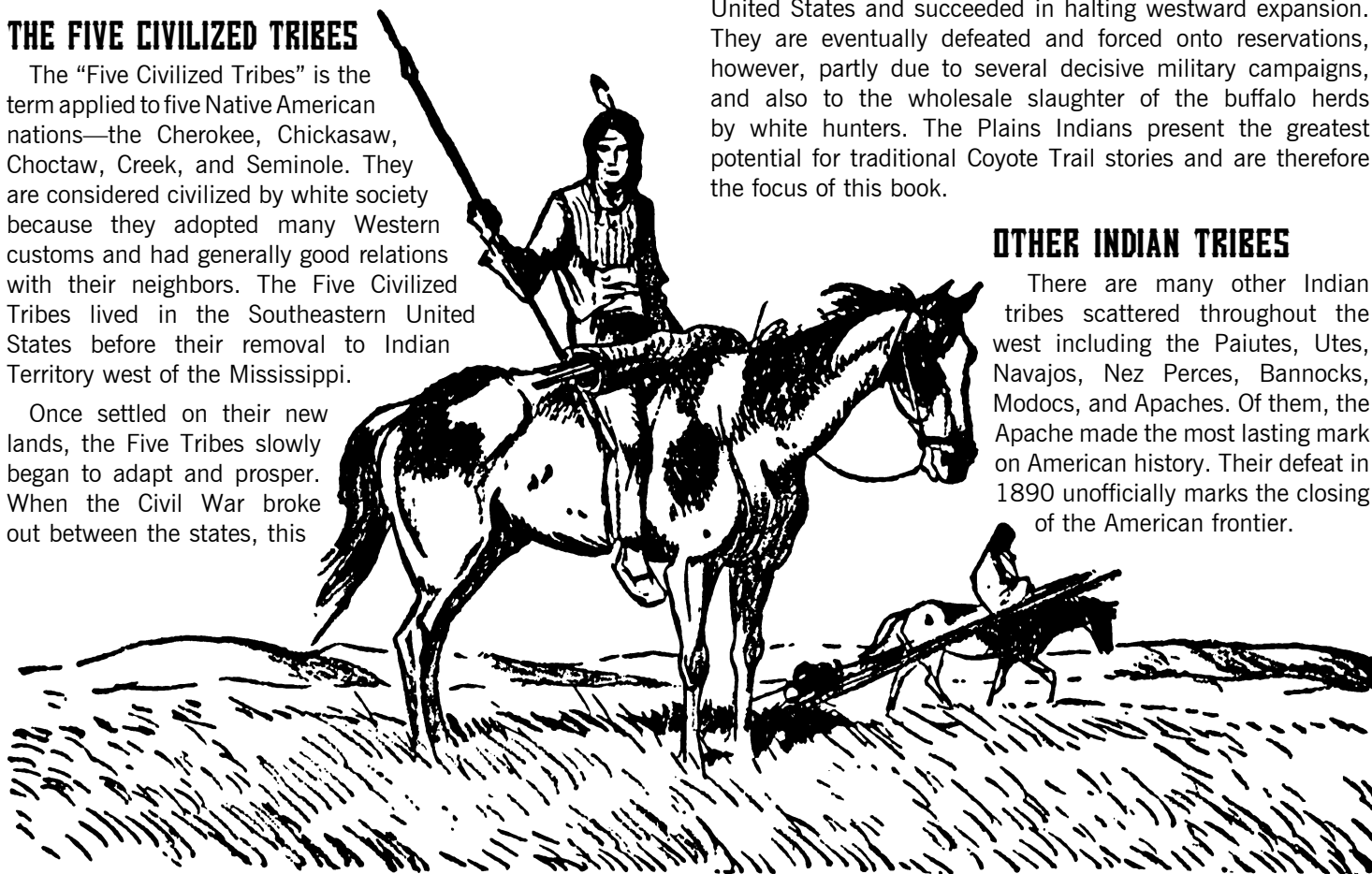
THE GREAT PLAINS INDIANS

The Great Plains Indians are a group of native tribes that live in the Great Plains of North America. Plains Indian culture can be characterized by the horse, buffalo, tipi, and Sun Dance. Major Plains Indian tribes include the Comanche, Kiowa, Crow, Pawnee, Blackfeet, Arapaho, Cheyenne, and Sioux.

The Plains Indians are nomadic, migrating with the great buffalo herds across the plains. For years, they fought the United States and succeeded in halting westward expansion. They are eventually defeated and forced onto reservations, however, partly due to several decisive military campaigns, and also to the wholesale slaughter of the buffalo herds by white hunters. The Plains Indians present the greatest potential for traditional Coyote Trail stories and are therefore the focus of this book.

OTHER INDIAN TRIBES

There are many other Indian tribes scattered throughout the west including the Paiutes, Utes, Navajos, Nez Perces, Bannocks, Modocs, and Apaches. Of them, the Apache made the most lasting mark on American history. Their defeat in 1890 unofficially marks the closing of the American frontier.





THE INDIAN WARS

Conflict between Indians and whites began early and continues until late in the nineteenth century. Travelers and settlers along the frontier are under constant threat of Indian attack. Indians, in turn, are subject to retaliatory raids, military skirmishes, and conflict with other tribes. Many of these battles go unrecorded, but more than a few do gain public recognition.

The Indian Wars consist of a number of named conflicts between the United States and various Indian tribes that eventually results in the conquest, decimation, assimilation, and/or forced relocation of all the tribes. The following summaries have been included to provide gamemasters with a basic timeline for the Indian Wars.

THE SIOUX UPRISING 1862

The Sioux Uprising refers to the conflict between the United States and Chief Little Crow's Sioux living on a reservation in southwest Minnesota. In the six weeks of fighting, an estimated four to eight hundred settlers are killed, making it one of the largest tolls on American civilians to ever occur. The conflict also results in the largest mass execution in the history of the United States when thirty-eight Sioux men are hanged for war crimes. As a result of the uprising, the government abolishes the reservation and relocates almost two-thousand Sioux to a prison camp near Fort Snelling during the winter of 1862. More than one-hundred prisoners die from disease, abuse, and/or hunger. The Sioux Uprising is the first major war between the United States and the Sioux, though it is not the last.

THE AGENCY SQUABBLE

In August of 1862, Little Crow's Sioux living on the reservation are denied rations promised to them by the government. A callous trader named Andrew J. Myrick insists on waiting for the proper paperwork to be processed. When told that the Sioux are starving, Myrick remarks, "So far as I'm concerned, if they are hungry, let them eat grass or their own dung."

THE FARMHOUSE FIGHT

Myrick's comments infuriates the Sioux. Two days later, four young braves returning from a disappointing hunt try to steal

some eggs from a farmhouse. The farmer protests and is killed, along with his family.

THE LOWER AGENCY ATTACK

The next day, Little Crow leads an attack on the settlement, killing twenty men and capturing twelve women. Whites who later arrive find Myrick's mutilated body, his mouth stuffed with grass and dung.

THE BATTLE OF REDWOOD FERRY

A few days later, a large band of Sioux ambush Fort Ridgely commander Captain Marsh and fifty soldiers as they board the Redwood Ferry in search of refugees. The soldiers take cover and return fire, but soon run low on ammunition. Marsh and half of his men are killed, while the rest escape by swimming away in the river.

THE BATTLE OF FORT RIDGELY

As Little Crow's Sioux raze homesteads and kill hundreds of white settlers, the survivors flee to Fort Ridgely for protection. After Captain Marsh's death, First Lieutenant Timothy J. Sheehan takes command of the small garrison and holds off almost one-thousand Sioux for three days with well-placed artillery. During the siege, the Sioux attempt to set the Fort ablaze with fire arrows, but are unsuccessful.

THE BATTLE OF BIRCH COULEE

In September of 1862, a large group of Sioux attack a detachment of one-hundred and fifty U.S. soldiers at Birch Coulee, sixteen miles from Fort Ridgely. The detachment is sent to find survivors, bury the dead, and scout the location for Sioux camps. The three-hour-long fire-fight results in the deaths of twenty soldiers with many wounded, while the Sioux lose only a handful of warriors. The Sioux break off the attack when a column of two-hundred and forty soldiers arrive from Fort Ridgely.



COYOTE TRAIL WILD WEST ROLEPLAYING

THE BATTLE OF WOOD LAKE

In September of 1862, Colonel Henry Hastings Sibley and fifteen-hundred volunteers from Fort Ridgely engage Little Crow and seven-hundred warriors in a two-hour battle near Wood Lake, inflicting heavy casualties on the Sioux. Wood Lake is the first decisive defeat of the Sioux since the uprising began and also its last major battle. Three days later, the Sioux surrender and release almost three-hundred white captives, many of whom stay to testify at the Sioux trials the next day.

THE COLORADO WAR 1864-'65

The Pike's Peak/Colorado Gold Rush of 1858 brings thousands of settlers into lands allotted to the Cheyenne and Arapaho in the Fort Laramie Treaty of 1851. The Indians respond by raiding homesteads and attacking wagon trains, mining camps, and stagecoach lines at a time when troop strengths are low because of the Civil War. A brutal winter in 1866 forces the majority of the starving Indians to sue for peace. The Medicine Lodge Treaty of 1867 is signed and the Cheyenne, Arapaho, Comanche and Kiowa living in Colorado Territory are relocated to a reservation in Indian Territory.

THE SAND CREEK MASSACRE

In November of 1864, the Colorado Militia under Colonel John Chivington attacks a peaceful Cheyenne village, killing over one-hundred from a force led by a respected peace chief named Black Kettle. The Sand Creek Massacre is a pivotal role in the Indian Wars of the West. As news of the event spreads, the Plains Indians begin to mount a strong offensive against settlers up and down the frontier, despite Black Kettle's continued call for peace.

THE JULESBURG ATTACKS

In January and February of 1865, a combined force of Cheyenne and Arapaho attack, loot, and burn the town of Julesburg in the Colorado Territory—not once, but twice. They kill over two dozen soldiers and settlers.

THE BATTLE OF THE PLATTE RIVER BRIDGE

In July of 1865, a supply wagon train is spotted heading toward Platte Bridge Station. Lieutenant Caspar Collins and thirty men ride out to reinforce the train's soldier escort, but are ambushed by over two-thousand Cheyenne, Arapaho, and Sioux. Collins and half a dozen others are killed, and the escort is forced to retreat back to the station as the Battle of Red Buttes begins to unfold.

THE BATTLE OF RED BUTTES

Surrounded, outnumbered, and unable to reach the station, the wagon train escort of twenty-four soldiers under Sergeant Custard fights a six-hour running battle through the hills before finally being overwhelmed. Only three men survive by swimming across the Platte, having been cut off from the action before the fighting began.

THE BATTLE OF THE TONGUE RIVER

In August of 1865, the Arapaho under chiefs Black Bear and Old Devil are soundly defeated in the Battle of the Tongue River. U.S. soldiers under General Conner surprise the village in the early morning hours, killing nearly one-hundred Arapaho and capturing twenty more. The army also slaughter over one-thousand Indian ponies, effectively crippling the Arapaho's ability to wage war against the whites and raid the overland trails.

RED CLOUD'S WAR 1866-'68

Angered by the establishment of the Bozeman Trail, a Sioux war chief named Red Cloud vows to kill all whites who step on Sioux lands. Under Red Cloud's leadership, a coalition of Sioux, Cheyenne, and Arapaho succeed in stopping travel on the Bozeman Trail by besieging forts and attacking wood-cutting parties, mail carriers, emigrants, and traders. Despite suffering several notable defeats, Red Cloud is credited with waging one of the most successful wars ever fought against the U.S. Army. Red Cloud's War ends after two bloody years with the Fort Laramie Treaty of 1868, which defines the borders of the Great Sioux Reservation and forces the army to abandon their forts along the Bozeman Trail.

THE FETTERMAN MASSACRE

In December of 1866, a small band of Indians attack a wood train near Fort Phil Kearny. Captain William J. Fetterman and eighty soldiers ride to their rescue only to be ambushed and killed by over three-thousand Sioux, Cheyenne, and Arapaho led by Crazy Horse.

THE KIDDER MASSACRE

In July 1867, Sioux war chief Pawnee Killer and three-hundred warriors wipe out a detachment of ten soldiers under Lieutenant Lyman S. Kidder at Beaver Creek Kansas. The mutilated bodies are later discovered by Lieutenant Colonel George A. Custer and his men.



COYOTE TRAIL WILD WEST ROLEPLAYING

THE HAYFIELD FIGHT

In August of 1867, five-hundred Cheyenne warriors under Chief Dull Knife attack a group of thirty civilian hay-cutters and soldiers in the fields near Fort C. F. Smith along the Bozeman Trail. Armed with breech-loading Springfield rifles, the hay-cutters are able to kill twenty Indians and hold off the rest, while losing only four men.

THE WAGON BOX FIGHT

One day after the Hayfield Fight, a combined force of almost two-thousand Sioux, Cheyenne, and Arapaho under Red Cloud and Crazy Horse lead a similar attack against a wood-cutting crew outside of Fort Phil Kearny. U.S. Soldiers, under Captain Powell and armed with Springfield rifles, make a corral of fourteen wagon beds and manage to hold off the Indians in a six-hour battle. The Sioux lose sixty warriors, while Powell loses only six.

THE PLUM CREEK ATTACK

In August of 1867, Cheyenne warriors under Spotted Wolf derail a train near Plum Creek Station by taking out the tracks over a culvert. The Indians kill the crew and break open the overturned boxes, taking the supplies.

THE FORT PHIL KEARNY ATTACK

In October 1867, the Sioux set fire to the dry grass around Fort Phil Kearny. The fort's inhabitants watch in horror as the fire consumes the surrounding prairie. Indian warriors attack anyone who tries to escape the flames. The fire burns itself out after three days, leaving Fort Kearny untouched—the streams around the fort had completely checked the fire's advance.

THE SURLEY ATTACK

In November of 1867, a wagon train led by Lieutenant Edmond Surley is ambushed in a narrow ravine of Peno Creek near Goose Creek. The Indians succeed in killing one soldier and capturing a mule team and a wagon filled with Springfield rifles.

COMANCHE CAMPAIGN 1867-'75

The Comanche Campaign is an ongoing conflict between the U.S. Army and bands of Arapaho, Comanche, Kiowa, and Cheyenne scattered throughout Colorado, Kansas, New Mexico, and Texas. Sioux and Cheyenne war parties ransack villages, settlements, and individual ranches all over the Great Plains, destroying telegraph wires and attacking wagon trains. Under Major General Philip Sheridan, the army institutes a policy of winter campaigning to root out these elusive Indian tribes while they are most vulnerable. The campaign ends

with the Red River War in 1874-1875 when the last Indian holdouts are routed, their horses killed, and winter food stores burned. Unable to survive the winter without supplies, most of the Indians slowly return to their reservations.

THE BATTLE OF BEECHER ISLAND

In September of 1868, a party of fifty U.S. Army scouts under Major George Forsyth camp on a sandbar in the Arickaree River in eastern Colorado. Fifteen-hundred Cheyenne, Arapaho, and Sioux under Chief Roman Nose attack the island in a battle that lasts for nine days. Armed with Spencer repeating rifles, the scouts hold back the Indians until reinforcements arrive. Ten scouts and almost fifty Indians, including Roman Nose, are killed in the battle.

THE BATTLE OF THE WASHITA RIVER

In November of 1868, Lieutenant Colonel George Armstrong Custer leads eight-hundred men of the 7th Cavalry in an attack on Black Kettle's peaceful Cheyenne village along the Washita River, well within the borders of the Cheyenne Reservation. Black Kettle and over one-hundred Cheyenne (mostly women and children) are killed and another fifty captured. Custer then burns the village and slaughters almost one-thousand Indian ponies.

THE BATTLE OF SUMMIT SPRINGS

In July of 1869, three-hundred soldiers under General Eugene A. Carr and a battalion of Pawnee scouts defeat one-hundred and fifty Cheyenne Dog Soldiers (and their families) in a surprise attack along the South Platte River in Summit Springs, Colorado. Their leader, Tall Bull, and fifty-two Cheyenne warriors are killed. The survivors are either captured or flee to join with hostile bands of Sioux, Comanche, and Kiowa.

THE RED RIVER WAR 1874-'75

Part of the Comanche Campaign, the Red River War is comprised of battles between the U.S. Government and bands of Arapaho, Comanche, Kiowa, and Cheyenne scattered throughout the Texas Panhandle. With miserable conditions on the reservation causing many Indians to return to raiding, General Phillip Sheridan launches a massive offensive using five columns of cavalry and infantry to encircle the entire region and pursue and engage the Indians. As many as twenty engagements are fought between the U.S. Army and the Southern Plains Indians. The well-equipped Army keeps the Indians on the run until they cannot run or fight any longer. The Red River War officially ends in June of 1875 when Quanah Parker and his band of Comanche enter Fort Sill and surrender.



COYOTE TRAIL WILD WEST ROLEPLAYING

THE SECOND BATTLE OF ADOBE WALLS

In June of 1874, a Comanche medicine man named White Eagle claims he can protect warriors from bullets with magic yellow body paint. White Eagle hosts a Sun Dance, and then leads over seven-hundred Comanche, Kiowa, Cheyenne, and Arapaho warriors in an attack on the thirty well-armed buffalo hunters camped at the new trading outpost of Adobe Walls. The attack is a disaster, with the Indians losing a third of their number before being forced to retreat.

THE BATTLE OF RED RIVER

In August of 1874, soldiers under the command of Colonel Nelson A. Miles catch up with a large group of Cheyenne near the Prairie Dog Town Fork of the Red River. The day-long conflict takes place across the rugged canyon lands north and south of the river. In the end, the Indians are able to hold off the soldiers long enough for their families to safely escape into the Staked Plains.

THE BATTLE OF SWEETWATER CREEK

In September of 1874, soldiers under Major William R. Price encounter a large band of Kiowa and Comanche under Kiowa chief Lone Wolf along Sweetwater Creek. The battle lasts some four hours and covers a distance of about seven miles. Once again, the warriors hold off the soldiers so that their families can escape.

THE BATTLE OF LYMAN'S WAGON TRAIN

Shortly after the Battle of Sweetwater Creek, a thirty-six-wagon supply train is sent to resupply Major Price's force. The soldier-escort under the command of Captain Willis Lyman is attacked by a group of Kiowa and Comanche, led by Lone Wolf, Big Tree, and White Bear, at the divide between the Canadian and Washita rivers. Lyman orders the wagons into a protective corral for better defense and is able to keep the Indians in check until reinforcements arrive six days later.

THE BATTLE OF BUFFALO WALLOW

In September of 1874, about one-hundred and twenty-five of the warriors who had laid siege to the Lyman wagon train run into a six-man courier detachment north of Gageby Creek. The Indians quickly encircle the couriers, stranding them with essentially no cover. The soldiers dig out a shallow buffalo wallow and, with the help of repeating rifles and the cover of a heavy rainstorm, maintain their position until reinforcements arrive two days later.

THE BATTLE OF PALO DURO CANYON

In September of 1874, Colonel Ranald S. Mackenzie, and the 4th U.S. Cavalry leads a surprise attack on a large band of Comanche, Cheyenne, and Kiowa wintered in Palo Duro

Canyon in the Texas Panhandle. The Indians are forced to flee and regroup without their belongings. Mackenzie orders the lodges and food supplies burned and almost fifteen-hundred Indian ponies slaughtered. After this battle, with no horses or provisions to see them through the winter, many of the Indians begin drifting back to the reservations.

BALDWIN'S WAGON CHARGE

In November of 1874, Lieutenant Francis Leonard Dwight Baldwin charges a small detachment of soldiers and his entire wagon train into the midst of Chief Grey Beard's Cheyenne village on the banks of McLellan Creek. Three-hundred warriors manage to hold back the soldiers until their families escape, but the surprise attack routes the Indians, enabling the soldiers to capture the camp and a number of ponies. They also manage to rescue a pair of captive white children.

THE BLACK HILLS WAR 1877-'77

In 1874, General George A. Custer leads an expedition into the Black Hills and discovers the presence of gold. The announcement causes an influx of prospectors into lands that had been granted to the Sioux under the provisions of the Fort Laramie Treaty of 1868. The government offers to buy the Black Hills, but the Sioux refused to sell. In 1876, the Indians increase their attacks on trespassers. In response to the hostilities, General George Crook is ordered to commence military operations against all Indians not on the reservation.

THE BATTLE OF THE POWDER RIVER

In March of 1876, soldiers under Colonel Joseph Reynolds attack a peaceful camp of Cheyenne and Sioux on the Powder River. The warriors fight hard, forcing an army retreat. The Sioux and Cheyenne are angered, and it does not take long for leaders, such as Sitting Bull and Crazy Horse, to convince the tribes to go to war.

THE BATTLE OF THE ROSEBUD CREEK

In June of 1876, twelve-hundred soldiers under General George Crook are ambushed by fifteen-hundred Sioux and Cheyenne warriors led by Crazy Horse. The fighting rages along ridges and deep canyons with heavy losses on both sides. Although the Indians eventually retreat, the attack forces General Crook to halt his advance and prevents him from reaching General Custer's 7th Cavalry.

THE BATTLE OF THE LITTLE BIGHORN

Less than a week after the Battle of Rosebud Creek, General George A. Custer stumbles upon a large camp of Sioux, Cheyenne, and Arapaho in the Little Bighorn Valley. Dividing his force for a three-pronged assault, Custer leads two-hundred



COYOTE TRAIL WILD WEST ROLEPLAYING

soldiers and Crow scouts straight into the valley only to find twelve-hundred Sioux, Cheyenne, and Arapaho waiting for him. In the most famous battle of the Indian Wars, Custer and his men are wiped out by the Indians led by Sitting Bull and Crazy Horse, and the rest of his unit is forced to flee and regroup.

THE BATTLE OF WARBONNET CREEK

In July of 1876, soldiers under Colonel Wesley Merritt lures a large band of Cheyenne under Lone Wolf into a trap by hiding inside a train of covered wagons. The Cheyenne attack the seemingly unguarded wagon train and are driven back. The battle ends with a duel between a warrior named Yellow Hair and the legendary scout Buffalo Bill Cody. Yellow Hair is shot by Cody, who also scalps him. Lone Wolf leads the remaining Indians away to regroup.

THE BATTLE OF SLIM BUTTES

In September of 1876, two-thousand soldiers under General Crook stumbles onto Chief American Horse's Sioux village near Slim Buttes. Three-hundred Sioux warriors fight the soldiers long enough for the women and children to escape, but the soldiers capture the lodges, food, supplies, and many ponies in their first major victory of 1876. Crazy Horse and his warriors continue to harass the soldiers as they march deeper into the Black Hills, but they cannot stop their advance. The Battle of Slim Buttes sets the pattern for the relentless pursuit of the Indians and the destruction of their supplies. Some of the Sioux call it "The Fight Where We Lost The Black Hills."

THE BATTLE OF CEDAR CREEK

In October of 1876, Colonel Nelson Miles meets with Sitting Bull near Cedar Creek in Montana to discuss a truce. Sitting Bull demands that the whites honor the Fort Laramie Treaty of 1868, but Miles wants Sitting Bull to surrender unconditionally. When talks fail, Miles mobilizes the entire 5th Infantry against several hundred of Sitting Bull's warriors. After fierce fighting, the Indians retreat. Sitting Bull and his followers then head north into Canada where he remains until his surrender in 1881.

THE DULL KNIFE FIGHT

In November of 1876, one-thousand soldiers and Pawnee scouts under Colonel Ranald S. Mackenzie leads a surprise dawn attack against a Cheyenne village under Dull Knife. Despite stiff resistance, Dull Knife's force of four-hundred warriors is routed, their village burned, and horses killed. Left in the freezing weather without sufficient clothing, many of those who escape the battle soon freeze to death. Most of the survivors surrender shortly thereafter.

THE BATTLE OF WOLF MOUNTAINS

In January of 1877, a large detachment of soldiers under General Nelson Miles fight a battle against Crazy Horse's three-hundred Sioux and Cheyenne warriors in the Wolf Mountains above the Tongue River. The Indians manage to elude the soldiers in a snowstorm and escape with their families, but illness and the lack of food, ammunition, and supplies force Crazy Horse's band to surrender in May.

THE CHEYENNE WAR 1878-'79

After Dull Knife's surrender in 1877, the Cheyenne are placed on a small reservation in Oklahoma. Many die there due to horrible conditions, starvation, and disease. The rest decide to make a break for their former homeland.

In September of 1878, Chiefs Dull Knife and Little Wolf command a combined band of eighty-nine warriors and two-hundred and forty-six women and children off the reservation. They travel more than four-hundred miles, managing to defeat or elude several detachments of the more than ten-thousand soldiers sent to retrieve them.

In October of 1878, the Cheyenne reach their homeland along the South Platte River of Nebraska, and the band separates. Little Wolf takes the healthy and strong northwest toward the Tongue River country, while Dull Knife takes the old, sick, and exhausted in search of food and shelter to the Sioux reservation in Nebraska. Dull Knife's band is surprised and caught by a cavalry division under Captain John Johnson before they reach the reservation. The Cheyenne surrender and are imprisoned at Fort Robinson where they discover that the Sioux reservation in Nebraska has been discontinued.

In January of 1879, Dull Knife and his followers are told that they have to return to their old reservation immediately. They refuse, and as punishment, the soldiers deprive them of food, water, and other necessities.

Five days later, Dull Knife and his followers break out of prison and flee for their lives. In the twelve-day dash for freedom that ensues, sixty-four Cheyenne are killed and seventy-eight are eventually recaptured. Only Dull Knife and a handful of his family manage to escape to the relative safety of the Sioux Reservation in South Dakota.

In March of 1879, Little Wolf and his band are apprehended by soldiers, but treated humanely and allowed to rejoin Dull Knife in South Dakota.

Under pressure from the suddenly sympathetic public, the Bureau of Indian Affairs eventually establishes a reservation on the Tongue and Rosebud rivers, where the Cheyenne are finally allowed to settle.



PINE RIDGE CAMPAIGN 1890-'91

In 1890, the Ghost Dance sweeps across the Great Plains like wildfire. A Sioux chief named Kicking Bear adds his own twist to the religious ceremony, declaring that specially-made "ghost shirts" can turn white bullets away. Sitting Bull becomes a leader on the reservation after his surrender, and permits the dance to continue, although he does not actually participate in it. Afraid he is fomenting another war, officials from the United States government send Indian police to arrest Sitting Bull in December of 1890. Sitting Bull resists and is killed in a brief fire-fight that leaves over a dozen dead.

THE WOUNDED KNEE MASSACRE

In the wake of Sitting Bull's death, Chief Big Foot leads a band of Sioux off the reservation, closely pursued by the 7th Cavalry under Major Samuel Whitside. The Major convinces an ailing Big Foot that he wants peace and arranges for the Sioux to surrender at the army encampment at Wounded Knee Creek. The Sioux women and children are fed and the men are disarmed. At some point, however, a scuffle breaks out between the soldiers and a deaf warrior named Black Coyote. The soldiers open fire, and when the smoke clears, over three-hundred Indians lay dead—mostly women and children. The survivors are rounded up and returned to the reservation.

A few small bands of angry Sioux continue to harass wagon trains and settlements, but the conflict between the Plains Indians and the United States is effectively ended at Wounded Knee.

THE APACHE WARS 1835-'86

The Apache Wars are an ongoing conflict between the United States and the Apache tribe of the southwest. Colonel Christopher "Kit" Carson commands a brutal campaign against the Apache and Navajo tribes in 1862. It ends with the forced relocation of many Indians to reservations. The Apache who remain in the southwest, however, continue to terrorize the region, rustling cattle, raiding homesteads and mining camps, and attacking wagon trains and stagecoaches.

The Apache are masters of ambush and guerilla warfare. From their nearly impregnable mountain strongholds, they are able to strike fast and melt away into the desert terrain. Hundreds of skirmishes are fought during this time between the Apache and various Mexican and U.S. Army detachments and civilian militias. The wars are defined more by its leaders than its few pitched battles, however. The Apache Wars officially end in 1886 with the surrender of Geronimo and his band of thirty-five warriors.

MANGAS COLORADAS

Mangas Coloradas, also known as Red Sleeves, is a fierce fighter whose raids into Mexico are legendary. He becomes chief in 1835, after Chief Juan Jose and a small band of Apache are lured into a trap by an American trader who then sells their scalps to Mexico. Mangas Coloradas quickly leads a force of four-hundred Apache warriors in retaliatory raids throughout Texas and Mexico. Mangas initially seeks to make peace with the Americans, hoping that they might help in his war against Mexico, but he soon learns that the whites are just as untrustworthy as the Mexicans.

MANGAS' WAR

In September of 1851, gold is discovered on Apache land in Pinos Altos. Mangas goes to the mining camp to discuss his tribe's relations with the miners, but is taken prisoner, whipped, and then released. Mangas responds by launching a new campaign of terror against Americans living in the southwest. His depredations are so successful that in July of 1852, the U.S. government is forced to negotiate a peace treaty with Mangas. It lasts until 1861 when Mangas' son-in-law, Cochise, is almost arrested in the Bascom Affair.

THE BATTLE OF APACHE PASS

In July of 1862, five-hundred Apache warriors under Mangas and Cochise ambush a regiment of one-hundred and twenty-five soldiers under Colonel James H. Carleton as they travel through Apache Pass. Although the Apache have the advantage of surprise and cover, they are eventually driven off by howitzer fire. Mangas is severely wounded in the battle.

SHIRLAND'S TREACHERY

In January of 1863, Captain Edmond D. Shirland convinces an aging Mangas to meet for peace talks. Mangas is promptly arrested, and two soldiers burn Mangas' feet with heated bayonets. They shoot him when he jumps up to protest. The murder outrages the Apache and ensures that the Apache Wars continue for some time.

COCHISE

Cochise is the son-in-law of Mangas Coloradas and the leader of many successful raids into Mexico. In the years of peace with the United States, Cochise works as a woodcutter for the Butterfield Overland line at the Apache Pass stagecoach station. There he witnesses the American invasion of Apache territory firsthand. Cochise takes up raiding when he is almost killed in the Bascom Affair, and quickly becomes one of the most feared men in the region.



COYOTE TRAIL WILD WEST ROLEPLAYING

The Bascom Affair

In 1861, Cochise is wrongfully accused of kidnapping a young boy. Lieutenant George Bascom invites Cochise and a few of his relatives into camp to discuss the affair and then has them arrested. Cochise escapes in the night, but is shot three times. Lieutenant Bascom hangs three of Cochise's relatives in reprisal, and an enraged Cochise goes on the warpath.

The Cochise Raids

From a stronghold in the Dragoon Mountains, Cochise leads his warriors on countless raids against settlers, travelers, and soldiers. The conflict lasts for ten years. In 1872, Cochise surrenders to General Oliver O. Howard and is placed on a newly established reservation along Apache Pass. He dies of natural causes in 1874.

VICTORIO

Victorio is a war chief who fought alongside both Mangas Coloradas and Cochise. He is known as the most cunning of all Apache war leaders and a master of guerilla warfare in a tribe that is legendary for guerilla warfare.

The Victorio Raids

In 1861, soon after the Bascom Affair, Victorio organizes a raiding party of nearly one-hundred warriors who terrorize settlements along the Rio Grande. Victorio surrenders in the spring of 1869 on the condition that he and his people be allowed to live on a small reservation of his choosing.

The Victorio War

In 1879, after having been shuffled between several reservations and threatened by local civilians, Victorio leads over one-hundred warriors from the reservation and begins a series of raids on both sides of the border that become known as the Victorio War. He leaves such a trail of torture, mutilation, death, and destruction in his wake that an outrageous bounty of three-thousand dollars is posted for his scalp.

The Tres Castillos Massacre

In October of 1880, Victorio's camp in the Tres Castillos Hills is attacked by U.S. and Mexican soldiers. Victorio and most of his warriors and their families are slaughtered. The rest either scatter into the hills or are taken by the Mexicans as slaves.

GERONIMO

Geronimo is an Apache medicine man who can supposedly peer into the future, walk across sand without leaving a trail, and even make the night last longer. Geronimo fought alongside Mangas Coloradas and Cochise, and later assumes leadership of the Apache. Geronimo's reign of terror lasts for twenty-five

years. He has no love for the whites, but he also has a special hatred for the Mexicans after his wife and children were killed in a raid by Mexican soldiers.

Geronimo's Arrest

In 1877, Geronimo visits an Apache reservation with stolen cattle and horses, and is arrested by Indian Agent John Clum and eighty Indian police. He is imprisoned for one year and then released.

The Battle of Cibecue Creek

In August of 1881, soldiers under Colonel Eugene Carr attempt to arrest an Apache medicine man named Nakaidoklini, who is preaching an early version of the Ghost Dance. Nakaidoklini and his followers resist and he is killed. Carr's Apache scouts revolt and join the other Apaches in driving off Carr's troops. The murder of Nakaidoklini sparks fresh outrage among the Apache. A month later, Geronimo takes almost one-hundred Apache off the reservation to a mountain stronghold in Mexico and resumes his raids.

The Return of Geronimo

In the spring of 1882, Geronimo and his band attack the reservation, kill the chief of police, and convince hundreds of Apache to join them in Mexico.

General Crook's Canyon Assault

In May of 1883, General George Crook penetrates the Apache strongholds deep in the Sierra Madre. Deprived of a safe place to camp, the Apache chiefs decide to sue for peace. One by one, they begin leading their people back to the reservation. Geronimo and his band are the last to surrender in March of 1884.

Apache Breakout

In May of 1885, unhappy with reservation life, Geronimo and almost two-hundred Apache head back to the Sierra Madre. General Crook catches up to them in March and convinces the majority to lay down their arms and return to the reservation. Geronimo along with thirty-five men, women, and children disappear into the night. Unable to capture Geronimo, General Crook is forced to resign and his longtime rival, General Nelson Miles, assumes command.

In September of 1886, Geronimo and his band surrender to Miles' scouts in Skeleton Canyon about sixty-five miles south of Apache Pass. Geronimo and his people (even those serving as scouts and those living peacefully on the reservation) are then sent by train to prisons in Florida.



GREAT PLAINS INDIANS

The Great Plains is a broad expanse of prairie that extends from the Mississippi River to the Rocky Mountains, and from the northern half of Texas halfway up through Alberta. The plains are home to many Indian tribes who hunt the great buffalo herds for survival. The largest Plains Indian tribes are the Arapaho, Crow, Pawnee, Blackfeet, Cheyenne, Sioux, Kiowa, and Comanche.

The Plains Indians are divided into tribes of varying sizes. The largest are the Comanche who number around twenty-thousand at their peak. Other large tribes are divided among named groups like the Chiricauha Apache, Piegan Blackfeet, and Lakota Sioux. These groups number several thousand strong, and each is further divided into bands which number anywhere from twenty to one-hundred.

Indian bands winter in canyons or river valleys that offer water, wood, game, and grass for horses. In late spring or early summer, the bands come together for religious ceremonies, important meetings, and the yearly buffalo hunt (that takes place specifically in late summer and fall).

Indian villages are a collection of conical tipis that are easy to erect and take down. The tipis are covered with tanned buffalo hides that are often decorated with painted images of animals, stars, geometric designs, or objects that have special meanings to their owners. The tipi doorway faces east toward the rising sun and is covered with a flap. A tipi was designed for its portability, making it perfect for the nomadic Indians who follow the buffalo herds across the plains. An entire village can be on the move in about thirty minutes.

Each band is headed by a council of respected warriors as well as a chief. The chief is always a venerated warrior responsible for making decisions that affect the band. He is not a dictator—men obey him, only because they respect his wisdom and accomplishments. The chief listens closely to the advice of his medicine men and council. In some tribes, chieftainship is hereditary. In others, chiefs are elected based solely on ability, and they can be deposed if they fall out of favor with the band.

Each Indian tribe speaks its own language. The Plains tribes also developed an intricate form of sign language that enables them to communicate with each other. Hundreds of detailed pictographic symbols were also invented to send messages and record history on tipis and buffalo hides. All Plains Indians can instantly interpret these pictographs.

To the Plains Indians, wealth is not a matter of title to land or the accumulation of goods. In fact, those who have more are required to provide food and basic necessities to those less fortunate—widows, orphans, and the elderly, for example. A wealthy man is one who can afford to give gifts to his friends, allies, and the poor and still live in comfort. The more generosity a man displays, the more prestige he attains. Misers are especially despised.

The Plains Indians have no system of coinage. Horses are central to their livelihood and are therefore the most valuable thing a man can own. A man's wealth is determined by how many horses he claims from the herd—a wealthy family might own as many as thirty or forty horses. Some, like the legendary Kiowa chief Sitting Bear, own hundreds of horses. The horse trade is used to resolve grievances, cement treaties, and arrange marriages. Men, women, and even children can own horses. Indians also value everyday items that are both decorative and practical, such as a finely beaded shirt or a scalp-decorated tomahawk.

APPEARANCE

Indians have long, black hair and sun-bronzed skin that earned them the nickname “red man.” The hair is worn in a variety of ways—free-flowing, scalp-lock down the middle, shaved on one side, or parted into two braids. Decorations of fur, feathers, and bone are often worn in the hair.

Indian men wear dyed buckskin shirts, breechcloths, leggings, belts, and moccasins. Shirts and leggings are decorated with a line or two of simple beadwork and fringe. The latter is often found on Plains clothing, not only for decorative purposes, but also for practical reasons—the movement of the fringe serves as a continual “fly swatter” against the many insects of the prairie and also helps to drain excess water.

Indian women wear long dresses, knee-high leggings, and moccasins, also fringed and beaded. Dresses are made of hide that tie at or drape over the shoulders. The sides are sewn



COYOTE TRAIL WILD WEST ROLEPLAYING

together with sinew or leather strips. Ponchos and shawls are worn for added warmth, and in cold weather, both men and women wear buffalo-hide robes and high boots with the fur turned inside.

A leather parfleche is a single piece of rawhide folded into a bag and tied closed with rawhide laces. Parfleches are used to carry dried food, medicine, and personal items. The outside is often decorated with beads, quillwork, or painted designs.

Bags, belts, and special clothing for ceremonies are decorated with shells, claws, feathers, quillwork, and hair or strips of fur. Colorful beads are used in later times. Animal tails (weasel, raccoon, and fox) and human scalps are also used for decoration. Jewelry is made from shells, claws, teeth, or feathers, and in later years, gold and silver coins.

SOCIETY

The Plains Indians are deeply religious, and naturally jolly, loving jest and laughter when not in the presence of strangers. They love to tell stories, gamble, and play games.

Plains Indian bands are close-knit groups that often consist of extended families. Both men and women are very conscious of their appearance and social standing within the tribe. The respect of one's peers is all-important—no one wants to be caught in a scandal or shunned as an outcast.

Marriages are brokered between a young brave and the woman's family, and usually involve the gift of several horses. In a culture where men are often killed in hunting or war, polygamy is acceptable, but not required. Young men and women from the same band are not generally permitted to marry. Once joined in marriage, the man usually lives with his wife's band. In most tribes, men and women can divorce if they find their marriage unsatisfactory. A woman who commits adultery, however, might lose her nose, ears, or even her life.

Gender plays an important role in Plains Indian society. Men are responsible for hunting, protecting the village from attack, fighting in wars, teaching boys how to hunt and fight, and making tools, weapons, and shields. A man is judged by his bravery as, as his ability as a hunter and warrior.

Women are responsible for taking care of the tipi, raising young children, tanning hides, making clothes and decorations, gathering plant-based foods, butchering and preparing food, and teaching young girls the same duties. Daily chores are communal events that often involve much singing, gossip, and laughter. Women also know which herbs and plants to use for healing and treating many traditional illnesses.

A woman's status is based largely on her skills as an artisan, but she is also valued for her insight. They sometimes serve as diplomats, politicians, and mediators. At the very least, a chieftain's wife often has her husband's ear when it comes time to make a decision.

Men belong to warrior and/or ritual societies, such as the Dog Soldier, Kit Foxes, or Ten Bravest Men. These offer camaraderie, focused training, and a forum to organize war and hunting parties. Women also belong to societies, such as the Quillers' Society, Bear Women, or Herb Woman's Society. These highlight important aspects of their daily and spiritual lives.

There are always exceptions in society. Women sometimes become hunters and warriors, and men sometimes follow the "path of two-spirits," but these individuals are very rare.

Children have the easiest roles in Plains Indian culture. Young children are allowed free run of the camp and are never disciplined, but older boys and girls are separated and taught games and skills designed to help them fulfill their roles as adults.

Gatherings

Powwows are festive occasions, full of singing, dancing, feasting, praying, visiting, and storytelling. Ceremonial dances are held to the tune of rhythmic songs, wooden flutes, or buffalo-hide drums. Indians often hold powwows with other tribal bands, and sometimes with those of neighboring tribes. Gifts are given, marriages arranged, alliances forged, and offerings made to honor the Creator and guardian spirits.

Storytelling is an important part of any Plains Indians gathering. Good storytellers are always in great demand. Some stories are personal property to be passed on or sold to another who can then repeat the story. Stories are told about the earlier times, heroic deeds, hunting adventures, battles, animals, dreams, visions, and spirits. The Indians have no written language, so history and legends are perpetuated orally or recorded on hide paintings.

The Plains Indians measure months by moons and years by winters. "Winter-counts" are pictographic representations of the significant events that happened over the course of the year. These counts are painted on a buffalo hide by the "winter-counter." The position of "winter-counter" is hereditary, passing from father to son.

ARMS AND ARMOR

The Plains Indians are skilled riders who prefer to fight from horseback. Their weapons are the bow, spear, club, tomahawk, and knife. In later years, they also become expert riflemen. Favorite weapons are decorated with feathers, fur, bone, and scalps.

Their shields are round and made from the heavy chest skin of male buffaloes. Shields have great spiritual power and are very important to tribal warriors. Birds, animals, or symbols are painted on shields, and eagle feathers and scalps are sometimes attached to their rims.



COYOTE TRAIL WILD WEST ROLEPLAYING

Men also wear war bonnets into battle. These are headdresses decorated with coup feathers, and some are made from horned buffalo skulls. War bonnets supposedly bring strength and luck to the warrior. Each tribe dons a different style of bonnet, and the decorations represent different things to different tribes.

HUNTING

The Plains Indians hunt many animals like elk or antelope, but buffalo is by far the most plentiful food source. Before horses were introduced, buffalo hunting was a complicated and dangerous process where Indians surrounded the buffalo, and then tried to herd them off cliffs or into enclosures where they could be more easily killed. With the advent of horses into Plains Indian culture, the warriors simply stampede and overtake the buffalo on horseback, slaughtering the animals at point-blank range.

In the summer, many bands gather in one place to hunt buffalo. A religious ceremony known as the Buffalo Dance is held the night before the hunt. The tribal chief organizes the hunt, and many buffalo are killed. Hunting is not an easy task. Only the bravest of men are allowed to hunt and they have to follow strict rules to avoid spooking the herd too quickly.

The buffalo furnish almost everything that the Plains Indians require—food, clothing, tipis, tanned hides, fur robes, bedding, rawhide, saddles, bridles, canteens, horn for spoons, and hooves for glue. For this reason, the buffalo take on a mythical significance in the life of the Plains Indians. It is considered a sacred gift from the Creator and many legends, rituals, and taboos evolved surrounding the buffalo and buffalo spirits.

The Great Plains teemed with millions of buffalo at the beginning of the nineteenth century. Conservative estimates put their numbers in the fifty to sixty-million range. Near mid-century, white hunters armed with high caliber Sharps rifles began killing the buffalo at an alarming rate. The animals were killed only for their fur and tongues (a delicacy), and the carcasses left to rot on the plains. This over-hunting soon took its toll. By 1883, not one buffalo remains in Sioux territory. By 1895 there are less than one-thousand buffalo. The disappearance of the buffalo, the animal that was central to the Plains Indians' physical, economic, and religious lives, has a devastating effect on the once proud people of the plains.

WAR AND RAIDING

The Plains Indians conduct two types of warfare—scalp raids and horse raids. Raiding parties are made up of volunteers led by ambitious war chiefs. Before a raid, the war chief passes around a sacred pipe. Warriors who smoke the pipe agree to follow the war chief's leadership during the raid.

Surprise and overwhelming force are the war party's primary weapons. Retreat from a superior force is not considered a dishonor, as it is also a strategy sometimes used to trick

the enemy. War parties also utilize smoke signals and sign language to communicate and prepare ambushes.

In battle, the fight is to the death. A warrior is trained from boyhood to be brave and deadly in battle, and a captured warrior is prepared to die with honor, tolerating abuse and torture without crying out in pain. Although death is to be expected on a scalp raid, if even one warrior dies on a horse raid, it is not considered successful.

Plains Indian culture places such importance on war and raiding that the average Indian warrior is far more skilled than the average army soldier. As a fighting force, however, Indian war parties lack the discipline for complex tactics and maneuvers. A cultural bias towards individual honors means that warriors try harder to outdo each other, rather than doing what is best for the entire band. There are numerous accounts of Indians being surprised at dawn, because no one wants to stand watch, or of large bands of Indians being driven off by smaller, better organized troops and militias.

Indian warriors make every attempt to remove their wounded from the field of battle and to recover their dead. The enemy dead are generally mutilated and left where they lie. Captives are either taken as slaves, adopted by the tribe, or tortured to death in a variety of ways.

COUNTING COUP

Coup is a French word, pronounced "coo," which translates to "war count" in the Indian dialects. There are three aspects of counting coup—the act, recounting, and measure.

The act is defined by striking an enemy with the hand or something held in the hand. Killing or scalping the enemy is not necessary. The greatest merit goes to the warrior who both counts coup and captures the enemy's horses, weapons, and medicine bundle.

The recounting of past coups before the tribal council, along with the interviewing of eyewitnesses to verify the deed, is a way to grade war honors, special acts of bravery, and aggression. Indeed, the proudest day in a young brave's life is the day in which he counts his first coup.

Counting coup is a measure of individual courage. There are many stories of battles where a single brave warrior rode out in front of his people, charged the enemy's line, struck one of them, and then turned and rode back to his own party. This tactic instills fear in the hearts of other Indian foes, but proves less effective against whites who do not follow the same code of honor, and would likely shoot the warrior before or after he counts coup.

A warrior with many coups has powerful medicine. Other members of the tribe show their respect with rich gifts such as a painted lodge, fine weapons and horses, choice cuts of meat, and beaded clothes. He is invited to all celebrations, dances,



COYOTE TRAIL WILD WEST ROLEPLAYING

and family gatherings, where he is also asked to recount each of his deeds. The warrior has the right to lead raids and sit on the war council. The warrior is also expected to conduct himself in a proper and generous manner at all times. The greatest warriors are the pride of the whole tribe.

Coup Feathers

One coup is awarded for touching the enemy with the hand or some object held in the hand (such as a war club), one coup for killing the enemy, and another for taking his scalp. Taking his weapons, horse, and/or medicine bundle as war trophies can also earn a total of one coup. By tradition, up to four coup can be counted on a single enemy.

A tail feather from the golden eagle is traditionally used to count coup. The eagle is considered to be the Great Spirit's messenger, and his feathers are rays emitted by the Sun. Feathers are awarded by the council for coup. Typically, only one feather is awarded at a time unless the warrior did something exceptional (such as single-handedly driving off a larger force), in which case, he might earn two. Markings made on the feathers represent the number of coup counted and various types of deeds. Grizzly claws with similar markings might also be given to count coup in some tribes, such as the Sioux and Pawnee—one claw equals one coup.

The Coup Stick

When a warrior earns more than four coup feathers, he makes a coup stick and add his feathers to it. The coup stick is carried in the hand and used as the instrument to strike a foe for counting coup. Battle standards, called coup flags, are carried by great warriors and chieftains. These are essentially longer sticks and used for display rather than as weapons.

War Bonnets

Great warriors also fashion war bonnets to wear into battle and during certain ceremonies. War bonnets require a minimum of twenty-eight eagle feathers to make, and also require the approval of a warrior society or the chief and his council to be worn. War bonnets are supposed to bring strength and luck to the warrior. Each tribe wears a different style of bonnet, and the decorations mean different things to different tribes.

Feather Markings

The following feather markings are common to the Plains Indians. A man can wear a variety of, and up to four, coup feathers. Chieftains usually wear only their most prized feather.

- one coup: the feather is worn upright
- two coup: the feather is worn at the side horizontally, or the feather is worn upright with one red bar
- three coup: the feather is worn upright with two red bars

- four coup: the feather is worn upright with three red bars or a serrated edge.

A feather with a red spot means that the wearer killed his enemy. Several red spots means several enemies were killed, with one for each kill. A notched feather with red along the notch means that the wearer cut the enemy's throat and scalped him. A clipped-top feather also means that the wearer cut the enemy's throat and scalped him. A feather dyed solid red means that the wearer was wounded in battle. A red split feather means that the wearer was wounded many times during the battle.

Paint Markings

Horses and clothing are painted with tribal symbols indicating the number of horse raids, stolen horses, coup counted, and wounds received. The victor in hand-to-hand combat can paint a red hand on his clothing or on his horse. Painted white crosses recall rescues—two crosses record a rescue on horseback. Ponies painted with a hoof print show coup by capture of another's mount. A piece of dyed red cloth can be tied to the bridle of a horse that has been ridden into battle. Black paint is the color of war.

Collecting Scalps

The Plains Indians believe that their hair represents their soul, since the hair continues to grow throughout their lives, just as the soul is believed to grow. The taking of scalps thus takes on great religious importance. A scalped enemy's soul cannot ascend to the "Happy Hunting Grounds" above and harm one's ancestors.

RELIGION

It would be impossible to describe all of the religious practices and beliefs of every Indian tribe. A few concepts, ceremonies, and rituals that are common to most of the Plains Indians of the era are provided below.

The Spirit World

The Plains Indians believe that everything in nature, including the people, animals, trees, and even rocks have spirits, and that these spirits are all part of one Great Spirit. The Earth is the mother of all spirits and the sky is the father. The Sun, which gave the earth light and warmth, also has great power. Other spirits are associated with the four elements, weather (especially thunder), and animals (especially the buffalo, horse, and eagle). Some animals, like the rare white buffalo, are considered to be spirits manifested as flesh.

People pray to the spirits (alone or in groups) in the mornings, before meals, when warriors go on hunts, and many other times throughout the day. Major events, such as the



COYOTE TRAIL WILD WEST ROLEPLAYING

annual buffalo hunt, are always performed in conjunction with elaborate ceremonies in order to appease the spirits. When game is killed, warriors pray or make an offering to the spirit of the slain animal. Visions and dreams are also believed to come from the spirits.

The Medicine Man

The medicine man (or woman) is a holy person who has a special connection to the spirits. The medicine man prays to the Great Spirit, decides when to hunt the buffalo, dances to change the weather, and foretells the future. He also heals the sick through traditional means or ceremonies that involve smoking tobacco, shaking rattles, singing and dancing, burning sweet grass and sage, and praying to the spirits. Fasting and meditation are often undertaken to induce dreamlike trances and visions. Although a medicine man is typically an elderly tribesman, many great warriors, such as the Apache Geronimo and the Sioux Sitting Bull, are considered medicine men.

The Vision Quest

A vision quest is part of a young man's rite of passage. It lasts for one to four days and involves fasting and isolation from the tribe. The boy goes to a remote location in the wilderness and awaits a vision or dream from a guiding spirit. These visions often foretell his future. The spirit messenger usually takes the form of an animal, which becomes the young man's sacred totem for the rest of his life. Upon returning to the camp, the medicine man interprets the vision, and the boy is often given a new name. A medicine bundle is also prepared with tokens honoring the boy's totem spirit.

The Medicine Wheel

Circles are strong medicine in Indian religion. A symbol of wholeness and well-being, tipis are often arranged in a circle. Most dances are also performed by moving clockwise in a circular motion. A Medicine Wheel is essentially a circle of stones arranged on the ground in a pattern resembling a large wagon wheel. These wheels are used by medicine men during rituals and vision quests. The most famous medicine wheel is the Big Horn Medicine Wheel in Wyoming, which is used by the Crow and Cheyenne during their most sacred ceremonies. In later years, the Sioux also use the Big Horn Wheel.

The Medicine Bundle

The medicine bundle is a collection of items that have special meaning to the owner. It might contain an unusual rock, strand of hair, feather, rattle, animal skin, braid of sweetgrass, or animal claws or teeth. The medicine bundle represents a person's inner spirit and possesses powers of protection and healing. Items can be added to it throughout the owner's life. Medicine bundles are buried with their owners upon death or bequeathed to a loyal friend.

A tribal medicine bundle is much larger and contains special objects that can only be handled by certain members of the tribe. It is only opened on special occasions, such as religious ceremonies like the Sun Dance.

Pipes

Pipes made of wood or carved from stone are used in many religious ceremonies. Some are plain and unadorned, while others are painted and trimmed with fur, quills, beads, and eagle feathers, as well as being decorated with carvings. The medicine pipe, peace pipe, and war pipe are the most common types of pipes.

The medicine pipe is a powerful item, and smoking it is a very sacred ceremony. It is believed that when someone needs help from the spirit world, the smoke carries his prayers to the spirits. The most powerful medicine pipes are often part of tribal medicine bundles and can be traced back to the tribe's creation legends.

The peace pipe and war pipe are also considered to have strong medicine. The carrier of a peace pipe is allowed safe passage through enemy Indian territory. The war pipe has blood-red feathers and is passed around and smoked before battles. Some war pipes are part pipe and part tomahawk.

Pipes are carried in decorated bags, called pipe bundles, that also contain tobacco, which is considered to be a holy and powerful plant. Smoke is blown in the four directions, up to the sky, and then to the earth. A promise made after smoking a pipe with someone is a pact that can never be broken. According to Cheyenne legend, General Custer smoked the peace pipe with a medicine man named Stone Forehead in 1869. Custer promptly broke the peace by taking several Cheyenne hostages. His next major engagement against the Cheyenne and the Plains Indians was the Battle of the Little Bighorn in 1876.

RELIGIOUS CEREMONIES

Religious ceremonies are a central part of Plains Indian life. They have ceremonies to honor the Great Spirit, naming of a baby, a girl's coming of age, a boy's first hunt, marriage, death, and many other occasions.

Death

Elaborate ceremonies are performed to help send the spirit of the departed to the afterlife, a place that is sometimes called the Happy Hunting Grounds. The Plains Indians wrap their dead in decorated hides and place them on high scaffolds or trees. Relatives later return to bury the bones after the bodies have decayed. Close friends, relatives, and spouses often enter a period of mourning that sometimes involves ritual cutting of the body or hair, fasting, and ceremonial wailing. It is considered impolite to talk about the dead.



COYOTE TRAIL WILD WEST ROLEPLAYING

The Sweat Lodge

The sweat lodge is a dome-shaped tent made of willow branches, and covered with hides and blankets. The sweat lodge ceremony is used for physical and spiritual purification, meditation and prayer, or preparation for other ceremonies. The ceremony usually lasts one to two hours and involves prayer, singing and drumming, as well as the burning of sage, braids of sweet grass, and smoking a pipe to call upon the spirits.

Smudging

Smudging is a simple ceremony performed for spiritual cleansing. The smoke from sage, cedar, or sweetgrass is rubbed or brushed over the body. Smudging oneself is believed to garner the protection of the spirit world.

Dances

The Plains Indians believe that spirits can be contacted through ceremonial dance. Dances are performed to the tune of flutes and buffalo-hide drums. Songs are also sometimes sung. For some dances, full ceremonial dress decorated with beadwork, feathers, fur, bone, and scalps are worn. The most well-known dances are the Sun Dance and the Ghost Dance. Other dances included the Grass Dance, Round Dance, Victory Dance, Scalp Dance, and Buffalo Dance.

The Ghost Dance

The Ghost Dance is the result of a spiritual movement among the Plains Indians after 1889. It reaches its peak just before the Wounded Knee Massacre of 1890.

In January of 1889, a Paiute medicine man named Wovoka, claims to have a vision of being taken to the spirit world and seeing all Indians lifted up into the sky while the earth opens to swallow the whites. Afterwards, the earth reverts back to its natural state and the Indians, their deceased ancestors, and all the buffalo are put back upon it to live in peace. Wovoka also claims that by dancing the Round Dance continuously, the dream can become a reality. He also tells his followers to remain peaceful and keep the reason for the Ghost Dance a secret from the whites.

Wovoka's message spreads quickly to the other Indian tribes and soon many of them are fully dedicated to the movement. BIA agents grow disturbed when they see so many Indians coming together and participating in a new and unknown event. Their fears increase when the Sioux develop a militaristic approach to the dance and begin making 'ghost shirts' that are said to protect them from white bullets. The Sioux also speak openly about why they dance.

The BIA agent in charge of the Sioux reservation eventually sends Indian police to arrest the tribe's most respected leader, Sitting Bull, and forces him to stop the dance. In the struggle that follows, Sitting Bull and several others are killed, starting the army's Pine Ridge Campaign that ends with the Wounded Knee Massacre.

When it becomes apparent that ghost shirts do not protect their wearers from bullets, and Wovoka's other prophecies do not come to pass, most Indians quit performing the Ghost Dance.

The Sun Dance

The Sun Dance is the most important Plains Indian ceremony. It is practiced differently by every tribe, but many of the ceremonies have features in common, including dancing, singing and drumming, as well as the experience of visions, fasting, and, in some cases, self-torture. Indian warriors dance for four days around a sacred object, and some undergo ritual self-torture, all while staring at the sun. This self-sacrifice is thought to encourage powerful spirits to support and defend them and their people.

Army officer and explorer Frederick Schwatka described a Sioux Sun Dance that he witnessed in the late 1800s:

"Each one of the young men presented himself to a medicine-man, who took between his thumb and forefinger a fold of the loose skin of the breast—and then ran a very narrow-bladed but sharp knife through the skin—a stronger skewer of bone, about the size of a carpenter's pencil was inserted. This was tied to a long skin rope fastened, at its other extremity, to the top of the sun-pole in the center of the arena. The whole object of the devotee is to break loose from these fetters. To liberate himself he must tear the skewers through the skin, a horrible task that even with the most resolute may require many hours of torture."

Not all tribes include this feature in their Sun Dances. One must commit to dancing for four days, and it is a show of great self-sacrifice for one's community and people. Women are generally not allowed to dance, but they can sing and cheer the warriors.



ARAPAHO

The Arapaho live near the headwaters of the Platte and Arkansas rivers. As a people, the Arapaho are brave, but kind and accommodating, and much given to ceremonial observances. They are also known to be among the greatest traders of the plains. The Sioux and Cheyenne call them “blue-sky men” or “cloud men,” because of their height and friendly disposition.

History

Between 1856 and 1877, the Arapaho join the Cheyenne and Sioux in raids along the frontier and skirmishes with U.S. troops, the most famous of which was the Battle of the Little Bighorn.

- 1864 A small village of Cheyenne and Arapaho become the victims of a controversial attack by the U.S. Army. This attack is now known as the Sand Creek Massacre. Afterward, Chief Little Raven and most Arapaho men join the Cheyenne in an all-out war against the whites in the Colorado War.
- 1865 The Arapaho, under chiefs Black Bear and Old Devil, are soundly defeated in the Battle of the Tongue River. U.S. soldiers under General Conner surprise the village in the early morning hours, kill nearly one-hundred Arapaho, and capture an additional twenty from the tribe. The army also kills over one-thousand Indian ponies, effectively crippling the Arapaho's ability to raid the overland trails.
- 1866 Arapaho bands join the Sioux in Red Cloud's War.
- 1867 Arapaho under Little Raven sign the Treaty of Medicine Lodge and agree to be placed on a reservation in Oklahoma. Some braves later enlist as scouts for the U.S. Army, angering the other plains tribes. Other Arapaho bands continue their raids with the Sioux and Cheyenne.
- 1876 Arapaho under Left Hand join the Black Hills War and participate in the Battle of the Little Bighorn.
- 1878 The last of the Arapaho are placed on a reservation in Wyoming.

Other Information

The Arapaho are quite tall, with a sinewy build and thin, clear-cut features. They are led by a chief who is closely advised by elder warriors. Only men can become the chief, although both sexes take part in other roles such as storytelling, artwork, music, and traditional medicine. Unlike many other Plains Indians, the Arapaho bury their dead in the ground. Many think that the name ‘Arapaho’ comes from the Pawnee word for

‘traders.’ Be-He-Teiht is the Arapaho name for the Great Spirit. The Arapaho believe that striped patterns are particularly strong medicine and often use them in decorations.

BLACKFEET

The Blackfeet are a fiercely independent tribe whose territory stretches from the North Saskatchewan River along what is now Edmonton, Alberta in Canada to the Missouri River of Montana. The Blackfeet dominated the northern plains during the fur trade of the late eighteenth century, and also played a significant role in impeding the conquest of the Canadian West. They are one of the few tribes (along with the Comanche, Sioux, and Cheyenne) strong enough to oppose European invaders. By the mid-nineteenth century, however, epidemics of smallpox and measles had depleted their numbers and left them fighting for survival.

History

Smallpox killed thousands of Blackfeet Indians in 1780, 1837, 1845, 1857 and 1869. In 1864, they were further reduced by measles. In the winter of 1883, nearly one-thousand Blackfeet die from starvation because there were no buffalo to hunt. The survivors move to reservations in Canada and Montana.

- 1855 The Blackfeet under Lame Bull sign a treaty with the U.S. Government that defines the boundaries of The Blackfeet Nation.
- 1860 White settlers begin to enter Blackfeet country, taking the most fertile land and making game scarce.
- 1862 The Blackfeet War begins with a gold strike in Grasshopper Creek on the southern fringes of the Blackfeet Reservation. The Blackfeet under Mountain Chief are quick to retaliate, robbing and murdering white miners, prospectors, teamsters, and travelers.
- 1867 One of the victims of the war is John Bozeman, founder of the Bozeman Trail.
- 1870 This year marks the only large-scale conflict between the Blackfeet and U.S. troops. In the Baker Massacre, U.S. soldiers under Colonel Eugene M. Baker, who are searching for Mountain Chief's band, attack the peaceful camp of Heavy Runner, slaughtering one-hundred and seventy-three Blackfeet on the Marias River in Montana. The victims are mostly women and children, many of whom are sick with smallpox.



COYOTE TRAIL WILD WEST ROLEPLAYING

Other Information

Blackfeet men wear their hair in three braids with a topknot. They also wear buckskin leggings that pass under a narrow belt at the waist, and hang down in front like a breechclout. Moccasins are darkened by either dye or prairie fire ash, giving the tribe their name.

The Blackfeet are led by a council of chiefs, one from each of the major groups. Blackfeet leaders are chosen for their ability—a leader needs to be both wise and a good warrior. If there is no one to replace a leader upon his death, the band may disperse and merge with other bands in the area.

The scalps of old men are highly prized. Because of this, old people are kept in the middle of the camp during battle. A warrior who risks entering the middle of an enemy camp and returning alive displays his greatness in battle. Blackfeet warriors prefer tall, feathered war bonnets over the long, flowing war bonnets worn by the Sioux and other plains tribes. The greatest Blackfeet warriors wield decorated dirks known as “bear knives,” which are invested with powerful medicine. These knives are said to protect their owners from arrows, as well as cause fear in the hearts of their enemies.

Tipi villages are set in circles, and warriors meet in the center of these to organize hunts and conduct religious ceremonies. Blackfeet seldom speak their own names aloud, believing that to do so might bring misfortune. They call the Creator Spirit “Napi” or the “Old Man.” Medicine men wear their hair in a horn-like coil that protrudes over the forehead. It is taboo for the Blackfeet to eat bear, wolf, fox, coyote, dog, and even fish. Blackfeet dead are deposited in trees or laid away in tipis erected on prominent hills. A Blackfeet spiritual society known as “All Comrades” governs religious ceremonies and punishes offenses against the community. The most respected medicine men lead the All Comrades.

Blackfeet place great importance on sacred “buffalo stones.” These rare, reddish-brown stones are shaped by nature in the form of a buffalo and are sometimes found in streambeds. They are used in special ceremonies to help summon buffalo when food is scarce.

CHEYENNE

The Cheyenne live in a wide region of fertile river valleys, prairies, wooded hills, lakes, and buttes along the Missouri and Red Rivers. They are a proud people who are slow to anger, but quick to respond. From 1860 to 1878, they are prominent in border warfare, fighting alongside the Sioux in the north and the Kiowa and Comanche in the south. The Cheyenne lose more people in conflict with the whites than any other tribe of the plains.

History

The Bowstring Society was a Cheyenne society of elite warriors. It was decimated by the Kiowa during a raid in the early nineteenth century. A retaliatory attack against the Kiowa was also repelled, with heavy losses suffered by both sides. After that, the Cheyenne and Arapaho opened peace negotiations with the Kiowa and Comanche in the Great Peace of 1840, a legendary gathering that took place on the Arkansas River near Bent's Fort on the Santa Fe Trail.

The Cheyenne escaped the smallpox epidemic of 1837-39 by retreating to the mountains. They suffered terribly from cholera in 1849, however, with several of their groups being nearly exterminated.

- 1851 The Cheyenne initially seek peaceful relations with white settlers and the United States. The first Cheyenne territory is established in northern Colorado under the provisions of the Fort Laramie Treaty of 1851. The Cheyenne and Arapaho agree to accept designated hunting grounds on the Eastern Plains between the South Platte and Arkansas Rivers.
- 1859 The Colorado Gold Rush brings new settlers to the area. The settlers demand that the federal government revoke the Indians' land rights.
- 1860 Federal agents open negotiations with factions of the two tribes at a council along the Arkansas River. The Cheyenne, under Black Kettle, agree to surrender all their former hunting lands except for the triangular Sand Creek Reservation, situated between the Arkansas River and Sand Creek.
- 1864 The Cheyenne are the victims of the Sand Creek Massacre, a pivotal event in the Indian Wars of the West. As news of the event spreads, the Plains Indians begin to mount a strong offense against settlers up and down the frontier, despite Black Kettle's continued call for peace. During this time, the Cheyenne participate in both the Colorado War and Red Cloud's War.
- 1867 Cheyenne, under Black Kettle, sign The Treaty of Medicine Lodge, forcing most of the tribe to move to a reservation in Indian Territory. The land was originally ceded to the United States by The Five Civilized Tribes after the end of the Civil War.
- 1868 Black Kettle and over one-hundred Cheyenne are killed by General Custer's 7th Cavalry in another attack on a peaceful village along the Washita River. The Washita Massacre sparks further anger and outrage throughout the Indian tribes, and toward Custer in particular.
- 1869 The last of the Dog Soldiers are scattered in the Battle of Summit Springs—many Indian tribes possess Dog Soldier societies who are responsible for maintaining order during hunts, protecting the camps, and training



young warriors. The Cheyenne Dog Soldiers are among the most well known, however, as well as being the most feared by the whites. Led by war heroes such as Roman Nose and Tall Bull, the Dog Soldiers refuse to sign treaties and continue to harass settlers and travelers along the frontier.

- 1876 Cheyenne, under chief Dull Knife, participate in the Black Hills War and play a crucial role in the Battle of the Little Bighorn. Following the battle, the U.S. Army steps up its efforts to kill or capture the Cheyenne.
- 1877 Most Cheyenne have been relocated to Indian Territory in Oklahoma. The Cheyenne are not used to the climate and many soon contract malaria.
- 1878 Chiefs Little Wolf and Dull Knife lead about three-hundred and fifty Cheyenne off the reservation in a desperate attempt to return to their former lands. This sparks the Cheyenne War.
- 1884 The United States Government establishes a Cheyenne reservation. It is expanded in 1890 to border the Crow Indian Reservation. The Cheyenne, along with the Sioux and Apache, are the last Indian nations to be subdued and placed on reservations.

Other Information

Unlike most of the other tribes, Cheyenne groups are politically unified. Their central traditional government is made up of forty-four chiefs known as the "Council of Forty-Four." Each group has four seated chief delegates; the remaining four chiefs are the principal advisors of the other delegates. This system also regulates the many Cheyenne societies, such as the Dog Soldier, Crooked Lance, and Bowstring Society. The societies are responsible for the planning of warfare, policing/enforcing of laws, and conducting of certain ceremonies.

Heammawehio is the Cheyenne Creator of all things and lives in the sky. Cheyenne also honor a mythological hero named "Sweet Medicine" who gave them four sacred medicine arrows—two have power over men and two have power over the buffalo. Tradition holds that these four arrows be kept wrapped together in a fox skin, and handed down from one generation to the next, guarded by a man known as "the sacred arrow keeper." Arrow-renewal ceremonies are four-day rites that renew the power of the Cheyenne's sacred weapons. The Cheyenne believe that it is taboo to eat magpie.

The Contrary Society are a special group who do everything backwards. They hold bows in reversed positions, run backwards, and otherwise act in eccentric and clowning manners. The Contrary Society provides much comic relief at powwows and other gatherings. Other Plains Indians also have their own versions of the Contrary Society.

COMANCHE

The Comanche live in the rugged mountainous regions bordering the southern reaches of the Great Plains. They have a reputation for dash and courage, possess a high sense of honor, and hold themselves superior to the other tribes. The Comanche are the most skilled of the Indian horsemen and maintain the largest herds. They are also among the most warlike, a hazard to settlers and travelers along the Santa Fe Trail. They raid deep into northern Mexico for slaves, horses, and women, and are known to many as the "Lords of the Southern Plains."

History

The Comanche are at constant war with the Mexicans. Initial contact with the whites was friendly, until more and more settlers began using the Santa Fe Trail.

During the Civil War years, with army regulars and militiamen pulled out of Texas, the various Comanche bands increased their raids on white settlements. Confederate officials even armed some Comanche and Kiowa bands, encouraging attacks on Union forces and sympathizers. The Texas frontier retreated over one-hundred miles during the Civil War, and northern Mexico was hit by a new wave of Comanche raids.

- 1835 The Texas Rangers are formed to contain the Comanche. In most early encounters, the Indians have the upper hand. The tide turns after 1840, when John Coffee Hays joins the Texas Rangers, improves discipline and morale, and arms his men with Walker Colt six-shooters instead of single-shot guns.
- 1840 Several Comanche chiefs and their warriors travel to the Council House at San Antonio to negotiate a peace treaty with the Texans. The peace party is ambushed and killed by soldiers. In response, Chief Buffalo Hump leads the Great Raid of 1840, attacking, looting, and burning several Texas towns. The raiding party is attacked on its way back to the Comancheria by Texas Rangers and militia at the Battle of Plum Creek, with heavy losses on both sides.
- 1848 Texas officials recognize a border with the Comanche and order Texas Rangers to apprehend trespassers from both sides, but to little effect—both Indians and whites routinely violate the line. Army regulars eventually help prevent Indian raids, erecting a chain of seven forts from the Red River to the Rio Grande.
- 1853 Officials negotiate the Fort Atkinson Treaty in Kansas to protect the Santa Fe Trail, meeting with chiefs of the Comanche, Kiowa, and other plains tribes willing to attend. Those chiefs not in attendance continue to wage war against the whites.



COYOTE TRAIL WILD WEST ROLEPLAYING

- 1858 A new offensive is mounted against the Comanche by both the Texas Rangers and the United States Army. Despite several major defeats, the Comanche are not close to being pacified.
- 1864 The Comanche, under Ten Bears, participate in the Colorado War.
- 1864 Colonel Kit Carson and three-hundred and fifty New Mexico Volunteers are sent to harass the Comanche. They attack and route a camp of one-hundred and fifty Kiowa in Texas, and then take shelter in the ruins of an old trading post named Adobe Walls. A combined force of three-thousand Comanche and Kiowa warriors attack Adobe Walls, but are driven off after a day-long battle in what is later named the First Battle of Adobe Walls.
- 1867 Serious efforts to move the Comanche and other Plains Indians onto reservations begin with the Treaty of Medicine Lodge. The government fails to uphold its end of the bargain, however, which provokes the Comanche and other Plains Indians to return to raiding.
- 1874 The Red River War, also called the Buffalo War, marks the final showdown between the United States military and the Comanche-Kiowa warriors.

While the Comanche initially manage to maintain their independence and even increase their territory, by the mid-nineteenth century, they face annihilation due to a wave of epidemics introduced by white settlers. Outbreaks of smallpox (1817 and 1848) and cholera (1849) take a major toll on the Comanche until they number just a few thousand by the 1870s.

Other Information

Comanche men usually go naked from the waist up, except for bands of leather or metal on the upper arms. Men and women grease and part their hair down the center, painting the scalp along the parting. Tattoos and body paint are also commonly worn. During wars and raids, some warriors don war bonnets made from horned buffalo scalps.

The Comanche never form a single cohesive tribal unit, but are divided into almost a dozen independent groups. These groups share the same language and culture, but fight amongst themselves just as often as they cooperate until the early nineteenth century.

Comanche groups are led by a council of respected men (usually warriors) rather than a single chief. These men make decisions on peace, war, hunting, and alliances. All male members can speak at council meetings, but the older men usually do most of the talking.

Before the advent of guns, the Comanche hunt buffalo with long lances rather than bow and arrows. They are renowned for their horsemanship. The Comanche also excel as horse breeders and maintain the largest herds—a Sioux chief would be proud to own fifty horses, but a Comanche warrior can own five times that number, and a chief even more. The Comanche Moon is a symbol of terror along the frontier—clear autumn nights, lit by a full moon, are the favored times for the Comanche to travel by night and launch dawn raids.

Comancheria is the name used for the homeland of the Comanche Indian tribe. This land stretches between the rolling Blackland Prairie and river valleys in the east to the drier High Plains in the west. The Comanche do not eat fish or fowl, unless starving. It is taboo for them to eat dog.

CROW

The Crow are a nomadic tribe who live along the Yellowstone River. Their numbers were severely depleted during a smallpox epidemic in the early nineteenth century, and the survivors allied themselves with the Americans hoping to remain in their homeland. They serve courageously as scouts during the Indian Wars, most notably in the Black Hills War of 1876.

History

By the mid-nineteenth century, the Crow Indians, under Plenty Coups, had moved to their reservation along the Yellowstone Valley of Montana.

The Crow are commonly recruited to serve in the U.S. Army as Indian scouts. White Man Runs Him, Curley, Hairy Moccasin, and Goes Ahead were with Lieutenant Colonel George Armstrong Custer and the 7th Cavalry in the Battle of the Little Big Horn. Their only duties were to find hostile Indian encampments, a job they performed a little too well that day.

Other Information

Crow women have short hair, while men wear their hair long, in some cases reaching or even dragging the ground. When mounted, a Crow warrior looks like he is part of his horse—his hair flows over the horse's flanks and blends with its tail.

Crow bands are led by a chief who is closely advised by a council of elders. The Crow are a matriarchal tribe—women hold very significant roles in their society and can even become chiefs.

The Crow tell many stories about a mythological hero named Old Man Coyote, who is both a trickster and a teacher. Unlike other tribes, Crow Sun Dances are driven by revenge. Among the Crow, a vision or dream of the Mosquito spirit means that the person is destined to become a tribal leader. The Crow are deadly enemies of the Sioux.



COYOTE TRAIL WILD WEST ROLEPLAYING

KIOWA

The Kiowa live near the Wichita Mountains along the Red River. They are among the most skilled raiders of the plains and are at constant war with the frontier settlements of Texas. They are notorious for long-distance raids as far north as Canada and south deep into Mexico. The Kiowa are also the most bloodthirsty of all the Plains Indians, and kill more white men in proportion to their numbers than any other tribe. Some accounts credit the Kiowa with slowing the progress of the Pacific railroads westward for almost forty years.

History

Never very numerous, the Kiowa's numbers were greatly depleted by war and disease.

- 1840 The Kiowa call a truce with their former enemies, the Cheyenne, with Chief Sitting Bear playing a huge part in the negotiations. He gives away hundreds of horses from his own herd, making good on his promise that every Cheyenne would leave the meeting on horseback.
- 1864 The Kiowa terrorize white settlers in Texas and the West for many years. Kiowa, under White Bear, join the Colorado War.
- 1867 In the Treaty of Medicine Lodge, many Kiowa agree to settle on a reservation in southwestern Oklahoma. Some bands remain at large with the Comanche, however, until the end of the Red River War in 1875. One of these bands is led by Sitting Bear, who is a leader of the Society of the Ten Bravest Men.
- 1871 Sitting Bear is arrested and ordered back to Texas to stand trial for murder. During the trip, however, Sitting Bear chews the flesh from his wrists in order to escape his handcuffs and attack his guards. The soldiers escorting the wagon train open fire and kill the seventy-year-old chief.

Other Information

Kiowa are dark, short, and heavily built Indians. The men often wear long, drooping mustaches. In warfare, a breastplate of bone or pipestone is worn to protect the chest.

A tribal chief governs each Kiowa group, closely advised by a council of elder warriors. There are also other social levels in the tribe, and rank is something which can change over time. One can gain honors to reach high rank, but misdeeds or misconduct can also lower one's rank.

- The first rank includes sub-chiefs, great warriors, powerful medicine men, and other wealthy and respected tribesmen.

- The second rank includes warriors, lesser medicine men, and people of limited property.
- The third rank consists of the poor, which is about half of the tribe.
- The fourth rank represents the misfits and crazed.

The Kiowa are renowned for their artistry—their tipis are painted with pictographs that describe the history of the entire tribe. The Kiowa and Comanche are close allies. Their peoples hunt, travel, and make war against the other tribes, and later, the whites. Kiowa do not eat birds, bears, or fish.

The Kiowa believe that the Sun is the chief god and that owls guide the souls of the dead to the afterlife. The “taime” is a painted stone sculpture of a young girl decorated with white feathers and ermine robes. This is the tribe's most sacred object, and is given to the most powerful medicine man, who displays it only during the Sun Dance. The entrusted medicine man and taime are both protected by the Sun Dance Shields, a warrior society.

The Ten Grandmothers are sacred medicine bundles that protect the tribe from evil spirits. Each is entrusted to the family of a chief or great warrior, who guards it with their lives.

PAWNEE

The Pawnee live in fertile river valleys along the broad, shallow waters of the Platte River. Their villages are constructed of earthen lodges and tend to be permanent. The Pawnee are an agricultural people who grow corn, beans, pumpkins, and squash. The tribe, as a whole, never makes war against the United States, despite being subjected to the same expansionist treatment of virtually every other Indian tribe in the American West. The Pawnee practice restraint even when provoked, and wait for the government to right treaty violations. Pawnee scouts serve faithfully and courageously in the U.S. Army during the Indian Wars.

History

From 1818 to 1857, the Pawnee signed several treaties with the United States, ceding more and more of their traditional homeland. Pawnee scouts play crucial roles in many battles of the Indian Wars, including the Battle of Summit Springs in 1869 and the Dull Knife Fight in 1876.

Over the course of the nineteenth century, epidemics of smallpox and cholera wiped out most of the Pawnee, reducing their population to approximately six-hundred by the year 1900.

The Pawnee are moved to a reservation in Oklahoma in 1875. Although the Pawnee never wage organized war against the American government, desperate Pawnee war parties



COYOTE TRAIL WILD WEST ROLEPLAYING

sometimes attack white settlements and wagon trains. Many Pawnee men join the United States Cavalry as scouts rather than be confined to the reservation.

Other Information

Pawnee men shave their heads except for a scalp-lock that is stiffened with paint and fat, and made to stand erect and curved like a horn. A scarf is sometimes tied around the head like a turban. Men pluck their beards and eyebrows and commonly paint their faces. Women wear their hair in two braids at the back, and paint the parting of the hair as well as their faces red.

Pawnee villages are led by a hereditary chief in addition to a council of sub-chiefs and important men. Both women and men are active in political life and tribal decisions. Among the Pawnee, descent is traced through the mother.

Pawnee villages are surrounded by four-foot-tall earth ramparts and deep trenches. Each village has a name, shrine containing sacred objects, and priests in charge of the rituals and ceremonies connected to these objects.

Pawnee lodges are oval in shape. Their frames are constructed of posts set ten paces apart and covered with willow branches, grass, and earth. A hole in the center of the roof serves as a combined chimney and skylight. The floor is approximately three feet below ground level. Villages consist of as many as ten to fifteen lodges each, housing thirty to fifty people. Gardens outside the village grow corn, beans, pumpkin, and squash.

The Pawnee equate the stars with the gods and plant their crops according to their positions in the sky. Ritual human sacrifice is sometimes performed to appeal to the Creator Spirit (Tirawa) for protection and good fortune for the entire community.

SIUX

The Sioux live on the northern reaches of the Great Plains. They are a proud people, famous for their strong spirit and ability to resist incursions. The image of the proud, feather-bonneted Sioux warrior staring defiantly across the plains from atop his horse is indelibly etched into the image of the American West. The Sioux are the last Indian tribe to fully surrender to the United States.

History

Relations between the Sioux and the United States were initially friendly and led to several mutually beneficial treaties signed from 1805 to 1837.

1851 The United States and the Sioux, under chief Little Crow, negotiate a treaty ceding vast amounts of land

in Minnesota Territory. In exchange for money and goods, the Sioux agree to live on a twenty-mile-wide reservation along the upper Minnesota River. Much of the promised compensation never arrives, however, as much of it is either lost or stolen by corrupt traders and BIA officials.

1854 A cow strays from a wagon train, wanders into a Sioux village, and is killed and eaten. Conquering Bear learns of the incident and travels to Fort Laramie to pay for the cow. His offer is refused, and a young lieutenant named John Grattan leads a detachment of soldiers to the camp to arrest the man who had killed the cow. After a botched negotiation, the soldiers open fire on the village. Conquering Bear is killed in the fight, but so are all the American soldiers.

This fight sparks a new wave of hostilities between the Sioux and the United States. One year later, Chief Little Thunder and several others are invited to a peace conference at Blue Water Creek for a discussion of the problem. This invitation is actually a ruse. Soldiers attack and kill almost one-hundred Sioux, and capture just as many women and children in the Battle of Blue Water. In response, the Sioux and their allies, the Arapaho and the Cheyenne, increase their raids against the whites.

1858 When Minnesota becomes a state, the treaty with Little Crow's Sioux is renegotiated in favor of the settlers. The ceded land is quickly segmented into townships and individual plots for settlement. The forest, prairie, and other wild lands used in the cycle of farming, hunting, fishing, and gathering wild rice is unalterably interrupted as timber is stripped to make way for new farms plowed by white settlers. In addition, wild game like buffalo, elk, whitetail deer, and bear are hunted so intensively that many Sioux go hungry.

1862 Little Crow's Sioux are denied rations promised to them by the government, because a callous trader insists on waiting for the proper paperwork. When told that the Sioux are starving, the trader remarks, "So far as I'm concerned, if they are hungry, let them eat grass or their own dung." A few days later, Little Crow leads an attack on the settlement, sparking the Sioux Uprising.

1864 The Bozeman Trail is established, connecting the Oregon Trail to the gold rush territory of Montana. The Bozeman crosses through the heart of Powder River territory, Indian land from which the Fort Laramie Treaty of 1851 had banned all whites. American forts are built along the trail to protect white emigrants in blatant disregard for the terms of the treaty.



COYOTE TRAIL WILD WEST ROLEPLAYING

- 1866 A Sioux war chief named Red Cloud launches a war against the United States. Leading a combined force of Sioux, Cheyenne, and Arapaho against soldiers, travelers, and settlers, Red Cloud eventually forces the government to sign the treaty of Fort Laramie of 1868. Although the forts along the Bozeman Trail are abandoned, the other provisions of the treaty are routinely ignored by the whites. During this time, Sitting Bull and Crazy Horse rise to prominence among the Sioux, and participate in several raids against the whites.
- 1874 General George A. Custer leads an expedition into the Black Hills and discovers the presence of gold. The announcement causes an influx of prospectors into the Sioux's holiest of lands. The government offers to buy the Black Hills, but the Sioux refuse to sell, leading to the Black Hills War.
- 1876 Sitting Bull has a vision during the Sun Dance—he sees white soldiers falling from the sky. The vision is considered a favorable omen, and a few weeks later, a combined force of Sioux, Arapaho, and Cheyenne under Sitting Bull's command annihilate Custer's 7th Cavalry in the Battle of the Little Bighorn. In later battles, however, U.S. soldiers defeat Sioux war parties and forced the majority of the tribe to return to the reservation. The war finally ends with another treaty in which the Sioux cede a fifty-mile strip along the western border of their reservation and some additional lands. This gives the United States title to the Black Hills and legalizes the previously illegal mining camps of Custer City, Deadwood, Shady Gulch, and other boomtowns in the Black Hills. Although the Black Hills War is over, a low-intensity war between white settlers and Sioux renegades continue for many years. Sitting Bull and some of his people flee north into Canada where they live a hard life.
- 1881 Sitting Bull surrenders to American authorities and is placed on a reservation.
- 1890 The Ghost Dance phenomenon sweeps across the reservations. A Sioux chief named Kicking Bear adds his own twist to the religion, declaring that specially made "ghost shirts" can turn away white bullets. Indian police are sent to arrest Sitting Bull, who resists and is killed. In the wake of Sitting Bull's death, Chief Big Foot leads a band of Sioux off the reservation, closely pursued by the 7th Cavalry under Major Samuel Whitside. The Major convinces Big Foot that he seeks peace and arranges for the peaceful surrender at the army encampment at Wounded Knee Creek. The Sioux women and children are fed and the men are disarmed. At some point, a scuffle breaks out

between the soldiers and a deaf warrior named Black Coyote. The soldiers open fire, killing men, women, and children. As many as three-hundred Indians die at Wounded Knee. A few small bands of angry Sioux continue to harass wagon trains and settlements in the months to come, but the conflict between the Plains Indians and the United States is effectively ended at Wounded Knee.

Other Information

The Great Sioux Nation is a loose confederation of seven groups of Sioux known as the Seven Council Fires. Legend describes that at a sacred lake long ago, Sun revealed this tribal organization to the Sioux people. Wakan Tanka is the Sioux Creator spirit. Tatanka, the buffalo spirit, provides nourishment for both the body and soul. Another powerful spirit known as White Buffalo Calf Woman is said to offer aid when the tribe smokes the White Buffalo Calf Pipe and prays to Wakan Tanka. This same spirit instructed them in the seven sacred rites that form the basis of the Sioux religion, including the sweat lodge, vision quest, and Sun Dance. The Sioux hold some of the bloodiest and most physically demanding Sun Dance rituals.

The Paha Sapa is the Sioux name for the Black Hills. They believe it is the center of the universe and that the rest of the world had sprung out from it. The Sioux are blood enemies of the Crow and the Pawnee.



APACHE

The Apache live in the mountainous regions of the Southwest. They are a warlike tribe, well known for their toughness, fearlessness, and brutality. Their raids extend throughout Texas, New Mexico, Arizona, and Mexico. The Apache are the last Indian nation to be placed on a reservation.

History

The Apache Wars are fought sporadically from 1835 to 1886. In the later years, many Apache grow tired of the fighting and begin cooperating with American authorities. Warriors from several groups become reservation policemen and army scouts. Apache scouts wear red turbans and scarves to distinguish themselves as friendly to the soldiers.

Led by Mangas Coloradas in the early to mid-nineteenth century, the Apache are a force with which to be reckoned. Mangas' raids were so disruptive that the American government was forced to negotiate peace with the Apache in 1852. Raids into Mexico continued well after that time.

- 1861 The Bascom Affair angers many Apache. Mangas Coloradas, Cochise, and Victorio begin a long series of skirmishes and raids among the settlements.
- 1862 Colonel Christopher "Kit" Carson leads a brutal campaign against the Apache (and Navajo) that ends with the forced relocation of many Indians to reservations. The Apache who remain continue to terrorize the southwest.
- 1871 A vigilante mob of over one-hundred white and Mexican civilians attack a peaceful camp of Apache led by Eskimotzin. This becomes known as the Camp Grant Massacre. The attack lasts for only half an hour, but when the smoke clears, over one-hundred Apache (mostly women and children) are missing or dead.
- 1881 Geronimo emerges as a leader among his people, because he holds many victories, and fought alongside Mangas Coloradas, Cochise, and Victorio. His reputation as a warrior, orator, and medicine man provide much influence among the tribe. When U.S. soldiers kill a medicine man at Cibecue Creek, Geronimo leads many Apache off the reservation to recommence the raids.
- 1886 Starving and war-weary, Geronimo and his band surrender to U.S. troops, although some renegades remain at large for fifteen years. U.S. soldiers quickly ship Geronimo and the other Apache captives, including former Apache army scouts, to Florida prison camps. Many Apache die from the heat, humidity, and disease.

Other Information

The Apache are not Plains Indians. They do not hunt the buffalo, live in tipis, or perform plains rituals such as the Sun Dance. They have their own customs, ceremonies, and beliefs. War dances involve the waving of weapons, shooting them into the air, and singing.

Apache men wear their hair long and flowing, with a turban or scarf wrapped around the head. Apache women are skilled basket-weavers and potters. Women also play a prominent role in Apache society and can attend and contribute to military councils.

Apache bands are formed around extended family clans. A number of these bands usually live in close proximity and can unite for protection or for social and ceremonial occasions. A nomadic people, their camps are located on the highlands in winter to enjoy the warm rays of the sun, and in summer near the water among stunted trees that provide shelter from the heat. They live in crude, round, brush huts called wickiups. Abandoned pueblo villages are also sometimes used as dwellings. Whenever possible, the Apache farm corn and melons, using seeds traded or stolen from the Mexicans.

Apache wage constant war on their neighbors, mainly because the arid mountainous regions they call home do not provide adequate sustenance. War and raiding are a business to the Apache. They count no coups, celebrate no scalp dances, and take no pride in exhibitions of courage. A great warrior is one who has provided for his family. The Apache are experts at guerilla warfare, able to launch an attack, plunder the victims, and then melt away into the desert before help can arrive.

The Apache recognize Yuse as their omnipotent deity and source of all supernatural power. Yuse is worshipped for power in almost every part of an Apache's life. The Gans are powerful Mountain Spirits that can also be worshipped for protection or good fortune. The Apache believe it is taboo to eat bear, fish, or pork. Unlike the Plains Indians, Apache have no respect for horses. They are a tool, like a gun or knife, that can also be eaten in times of famine. They never speak their own names, nor speak of a dead member of the tribe.

The Apache perform their own version of the smudging ceremony with a sacred powder called hoddentin instead of smoke. Hoddentin is the yellow pollen of the tule, a variety of cattail rush. During the purification ceremony, a pinch of hoddentin is thrown to the sun, a pinch placed on the tongue, a pinch placed on the crown of the head, and a pinch thrown to each of the four directions. Medicine men often use hoddentin during other ceremonies, as well, especially those involving healing and protection.



STORY IDEAS

Player characters from the Plains Indian tribes are best suited to be young men (or women) trying to make a name for themselves as hunters and warriors. A list of common scenarios for the Indians of the West are presented below. They should be heavily influenced by the choice of tribe and age in which the campaign is set.

HUNTING PARTY

Food is scarce, and all available hunters are dispatched in search of game. The characters spend several days in the wild, encountering everything from enemy tribesmen to starving mountain lions before they bag enough game to take home.

TRADING PARTY

A respected warrior named Sees-the-Buffalo has asked the characters to accompany him to the local fort on a trading expedition. The mission is plagued with hardships along the trail, encounters with enemy tribesmen, and dealings with unscrupulous traders.

HORSE RAID

A young warrior (possibly one of the characters) is calling for volunteers to go on a horse raid. The raid can be launched against a neighboring tribe, white homestead, way station, or fort. The characters might be seeking horses to increase their own wealth, trade for goods, or arrange a marriage.

MEDICINE QUEST

One of the characters dreams of a specific location. A medicine man named Green-in-the-Eyes tells the character that he must go to this place and seek a vision. Along the way, the character (and his friends) encounters the normal trail hardships, hostile enemy tribesmen, and perhaps white settlers and soldiers. The gamemaster is encouraged to use the location and the vision that accompanies it to foreshadow a larger upcoming adventure or event.

SCALP RAID

A warrior is calling for volunteers to go on a scalp raid. This could be to send a message to an enemy tribe, drive off trespassing gold-seekers, retaliation for the death of a fellow tribesman, or as part of a larger call to war. This is a good opportunity for young warriors to count their first coup and for older warriors to build upon their reputations.

RIVALRY

A character's childhood friend, a man named Sitting Owl, has grown up to become a bitter rival. He seeks to outdo the

character at every turn and even begins to insult his bravery and honor. The character loses the respect of his peers if he does not challenge Sitting Owl to a fight. The older warriors allow the fight to continue until someone draws a weapon. Afterwards, the chief forbids the rivals from fighting, as scouts have reported sightings of enemy bands. At some point, the rival and his friends (a number equal to the amount of player characters) ambush the characters away from the camp, planning to blame the attack on the enemy tribe.

ATTACKED!

The characters' village is attacked. The culprits are enemy tribesman, a mob of white settlers, or detachment of U.S. cavalry. The characters can either fight or flee in all the confusion. Alternatively, they are not even present when the camp is attacked. Once the battle is over, damages must be assessed. Have women and children been captured? Have the tribe's horses been stolen? Is there enough food to last the winter? A scalp raid is a likely form of retaliation.

LOVE AND HORSES

Blackberry Girl is the most beautiful maiden in the entire camp and she has taken a liking to one of the characters. Unfortunately, her father, Smoke Arrow, does not feel the same way. The character must come up with no less than thirty horses if he truly wants to marry Smoke Arrow's daughter. This can be combined with the Rivalry scenario to make things even more interesting.

INDIAN POLICE

While on the reservation, Indian police are sent to arrest the characters for speaking out against the government or for attempting to lead others off the reservation. Alternatively, the characters are Indian police sent to arrest some troublemakers. Either way, a fight is almost certain to break out, and it could spark the beginning of a new conflict.

MURDERER

The characters' close friend or relative is murdered by a tribal outcast named Lame Horse, who then flees into the wild. The camp is preparing to move and cannot spare any warriors, but the characters are free to chase after him. Lame Horse is a skilled warrior and the band should have a tough time beating him. As an added twist, Lame Horse might be innocent of the crime.

SCOUT ENCOUNTER

The characters encounter a band of U.S. Army Indian scouts near their village. Alternatively, the characters are Indian scouts working for the soldiers. Either way, a fight is likely to break out which could have major repercussions for both sides.



COYOTE TRAIL WILD WEST ROLEPLAYING



The different tribes of the Plains Indians seem very similar on the surface, but each nation has its own unique customs, practices, attitudes, and beliefs. The tribal sections included in this book should help players get a better feel for each tribe and add a little color to Coyote Trail stories. While it is possible to run an Indians of the West story using just the information contained herein, a little more research into tribal history and customs may be desired by some gamemasters. A quick trip to the local library can paint a more accurate picture of Plains Indian life, as well as how it feels to raid Mexico with Victorio, ambush soldiers along the Bozeman Trail with Red Cloud, battle Texans with Quannah Parker, or even join Crazy Horse in the massacre of General Custer at the Little Bighorn.

Eras of the Indian West

Plains Indians culture underwent very few changes from the 1700s to the mid 1800s. The tribes survived primarily by hunting and trapping, and game was plentiful. Early contact between Indians and whites was not always hostile. Adventures in this time period primarily revolve around northern Plains Indian characters (such as the Blackfeet) interacting with explorers, mountain men, and hostile enemy tribes.

As the nineteenth century begins to unfold, more whites are traversing Indian land and trouble starts brewing. Diseases

begin spreading, and the first major conflicts between Plains Indians and whites occur with the Comanche-Kiowa and Texans. To the other plains tribes, the white man is still more of an oddity than a threat. Adventures set during this time period revolve around the first interactions between white settlers, local militias, and Texas Rangers.

By the mid to late nineteenth century, Indian Wars erupt all over the West. Game becomes scarce and the whole Plains Indian way of life is threatened by the over-hunting of the buffalo. This time period provides the most ready source of traditional Coyote Trail adventures, with the Indians battling in vain to turn back the tide of white settlement.

By the late 1800s, the buffalo are nearly extinct and most of the tribes have been placed on reservations. Adventures in this time period revolve heavily around internal tribal squabbles, politics on the reservation, and perhaps joining up with white soldiers to hunt down renegades.

OPTIONAL INDIAN VOCATIONS

The new vocations on the following page may be used to guide players when creating Indian characters, but they are not necessary for play.



INDIAN WARRIOR

Warriors are the heroes of the tribe. They are expected to defend the village from attack and participate in raids. Warriors are fearless in battle and display their courage by counting coup. A warrior is also a hunter, responsible for providing meat for his family. Excess meat is given to the poor and needy, or traded to others in exchange for goods and services. Warriors who are not part of an active hunting party spend most of the day smoking, gaming, and making weapons.

Capable warriors are often asked to join warrior societies, and a successful warrior may lead raiding parties of his own. Every Indian boy wants to become a warrior. At the age of twelve or thirteen, lucky young men begin accompanying warriors on raids. They do not fight, but are expected to tend the horses, fetch water, gather firewood, and prepare meals. After a few years, the boys are invited to join their first raiding party as warriors. They continue to participate in raids until they have enough wealth to marry.

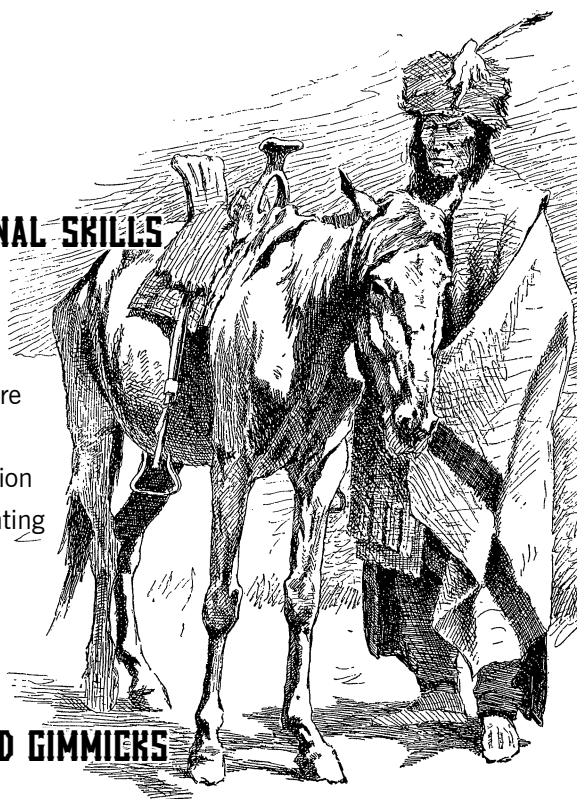
When a young man proves that he is a good hunter and warrior, his father often retires from raiding. Still considered a warrior, the father continues to defend the village with his life. Legendary warriors include the Sioux Crazy Horse, Comanche Buffalo Hump, and Cheyenne Dog Soldier Tall Bull.

VOCATIONAL SKILLS

archery
athletics
brawling
composure
firearms
intimidation
knife fighting
riding
stealth
survival
tracking

REQUIRED GIMMICKS

none



MEDICINE MAN

Medicine men have a better understanding of the spirits than most and are considered holy. They use special powers given to them by the Great Spirit to heal the sick, lead ceremonies, and interpret dreams, visions, and other signs. Medicine men are respected throughout the tribe and are paid for their services in food, goods, and even horses.

The spirits choose new medicine men during vision quests performed by the young. Boys who return from these successful quests are mentored by experienced medicine men and taught the ways of the Great Spirit. Medicine men also form spiritual societies to better focus their skills and training. These men are also warriors, and the young often join raiding and hunting parties to increase their wealth. Many great warriors such as the Apache Geronimo and Sioux Sitting Bull are also powerful medicine men.

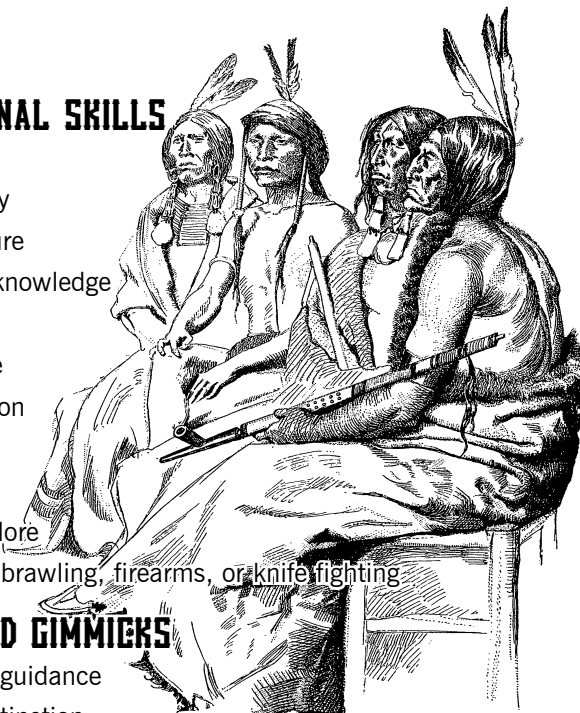
Older medicine men seldom leave the village, and spend most of their time communing with spirits, telling stories to children, or advising the chief. The most powerful of these men are charged with guarding sacred tribal medicine bundles, and some even have warriors assigned to protect them.

VOCATIONAL SKILLS

athletics
ceremony
composure
general knowledge
legends
medicine
negotiation
riding
survival
western lore
archery, brawling, firearms, or knife fighting

REQUIRED GIMMICKS

spiritual guidance
tribal distinction



COYOTE TRAIL WILD WEST ROLEPLAYING

CEREMONIES AND MEDICINES

The following ceremonies are provided for gamemasters who wish to introduce some mysticism into their Coyote Trail stories.

SUN DANCE

The Sun Dance is the most sacred of the Plains Indians ceremonies. The whole tribe participates in the Sun Dance to some degree. Those who volunteer to undergo the more grueling aspects of the ceremony (dancing, staring at the sun, and self-torture), however, may be honored by the spirits. A participant who makes a challenging (5) ceremony task receives a bonus of -4DIFF on all ceremony tasks for one moon (month). A triumph increases the duration of this bonus to three moons, while a calamity inflicts a penalty of +4DIFF for one moon. Regardless of whether the ceremony task was successful, the warrior receives three (3) grades of injury and four (4) grades of fatigue. In addition, those who undergo this part of the Sun Dance also receive the Tribal Distinction gimmick.

SMUDGING

The smudging ceremony purifies a warrior's spirit and renews the power of his coup feathers for spirit medicines (see below). The smudging ceremony requires a ceremony task. The number of coup feathers renewed is equal to the task's margin. A triumph results in all of the warrior's coup feathers being renewed, while a calamity causes a penalty +2DIFF on all ceremony tasks for one moon. This ceremony may only be performed once per day.

SWEAT LODGE

The sweat lodge ceremony is a more elaborate purification ceremony that is similar to smudging, but provides -1DIFF on the character's next ceremony task.

CEREMONIAL APPARATUS

Medicine Pipe

Ceremonies performed while smoking a medicine pipe receive a bonus of -1DIFF.

Medicine Wheel

Ceremonies conducted inside a sacred medicine wheel receive a bonus of -2DIFF to -4DIFF (depending on the wheel). Certain ceremonies, such as the sweat lodge, cannot be conducted inside a medicine wheel.

SPIRIT MEDICINES

Spirit medicines are special powers granted by the spirits to great warriors. Each coup feather grants the wearer access to one spirit medicine. Bonuses provided by spirit medicines can be added together up to four times, making a great warrior a truly formidable foe. Once a spirit medicine has been used, the feather must be renewed (purified) via the smudging ceremony in order to be re-used. Spirit medicines may also be granted to characters after certain dreams, vision quests, or the completion of specific ceremonies and rituals at the gamemaster's discretion.

Note: The Apache do not count coup. The number of spirit medicines an Apache warrior may use is equal to the number of successful raids in which he has participated. These spirit medicines must still be renewed using the Apache's own version of the smudging ceremony.

Great Cat Medicine

The character receives a bonus of -1DIFF on all fitness-based tasks until the sun sets.

Great Bear Medicine

The character inflicts +1INJ with any knife fighting or sword fighting attack until the sun sets.

Great Buffalo Medicine

The character's armor rating is increased by one (1) until the sun sets.

Great Wolf Medicine

The character receives a bonus of -1DIFF on all composure tasks until the sun sets.

Great Eagle Medicine

The character receives a bonus of -1DIFF on all negotiation or intimidation tasks until the sun sets.



JOURNAL FOUR

THE STORIES

A number of ready-to-run stories are provided so that the gamemaster can get started more quickly and get a better feel for life in the West. These scenarios include a variety of non-player characters that should be portrayed by the gamemaster, and their status can even be tracked with the provided health meters. The gamemaster should also feel free to modify these stories as needed for his style of play or the demands of his players.



BUSHWHACKED!

This ready-to-play scenario is ideal for gangs travelling the trails and those on the run.

Bushwhacked! is centered around the town of Burke's Crossing (the location is not important, although the gamemaster can choose one if desired). One of the challenges of this adventure involves divesting the characters of some of their gear and then seeing how resourceful the players can be. Therefore, when preparing for this adventure, it is best to make note of what weapons and equipment members of the gang leave on their horses when arriving in a new town. Bushwhacked! is laid out as a series of pre-planned events. The gamemaster may have to alter some of these events, depending on the actions of the gang.

THE POSSE

The story begins late in the afternoon, on a trail, a few miles away from the town of Burke's Crossing. Characters who make a successful investigation task smell the dust and hear the pounding hooves of dozens of approaching horses. A short time later, a posse of over fifty men led by Marshall Leonard Hopkins and Sheriff Tom Buckhalter ride into view. The posse is out searching for the infamous McLaughlin Gang, a band of outlaws who have terrorized this region for some time.

If the characters attempt to hide, make a single investigation task for the Marshall. If they are spotted, or if the characters hail the posse, they are surrounded by the men and find themselves looking down the barrel of fifty-three cocked and loaded guns.

After ascertaining that the characters are law-abiding citizens (or at least not the gang the posse is seeking), Marshall Hopkins tells them that the posse is searching for the McLaughlin Gang and demands to know if the characters have seen them. Wanted posters are handed out so the characters can take a better look (for more information, see the members of The McLaughlin Gang described at the end of this adventure). The characters may have seen the posters before but they have not seen the men, although they can make a western lore task to see if they have heard of the criminals.

Note: If the gamemaster has time to prepare for this scenario, he may wish to foreshadow these events during previous stories by having a victim recount what happened to his friends at the hands of "those murdering McLaughlins."

MARSHALL LEONARD HOPKINS



Marshall Hopkins is a tall, hard-looking dude, dressed in fine (though slightly travel-stained) clothes. He was born and educated in New York, which he feels places him above the unwashed masses of the West. He refuses to lower himself by getting angry or engaging in an argument with anyone he considers riffraff (mostly everyone). His arrogance has rankled many people, but he is handy with a gun and well aware of the power of his badge, and not afraid to use either one.

4 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	3 INFLUENCE
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SKILLS

brawling 4, firearms 5, riding 6, drinking 2, investigation 3, literacy 5, academics 3, general knowledge 4, streetwise 4, western lore 2, intimidation 5, composure 3

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

GIMMICKS

lawful, gentlemanly, proud



If the characters state that they have not seen the gang in question, Hopkins asks them if they are sure. He then ominously informs them that anyone aiding a member of the McLaughlin Gang will be treated as criminals themselves. The characters may take offense at this thinly veiled insult but Hopkins imperiously waves off any protests by stating that he is simply citing the law, and that if the characters have a problem with the law they should take it up with their local



COYOTE TRAIL WILD WEST ROLEPLAYING

congressman. Sheriff Buckhalter and the other men seem slightly embarrassed by Hopkinss attitude but none of them challenge his authority.

After questioning the characters, Hopkins leads his men back off in search of the McLaughlin Gang. If the characters offer to join the posse, Hopkins states that he has more than enough guns to bring the gang to justice. Once the posse is gone, the characters may continue on to Burke's Crossing.

SHERIFF TOM BUCKHALTER ★

Sheriff Buckhalter is a fat, bearded man with brown-stained teeth and a jowl full of chewing tobacco. He is the Sheriff of Burke's Crossing, a quiet little town that rarely sees trouble. He would much rather be at the dinner table right now filling his ample belly, but his position as a lawman obliges him to accompany Hopkins in search of the McLaughlins.

2 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

firearms 4, knife fighting 2, riding 5, drinking 6, tracking 4, streetwise 7, western lore 5, intimidation 2, street cred 5, composure 3

INT : FAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

GIMMICKS

lawful, musclebound, dextrous

The rest of the posse is comprised of two lawmen (deputies from Burke's Crossing) and forty-nine cowboys, homesteaders, tradesmen and drifters who eagerly joined the posse in the hopes of sharing in the reward.

THE MCLAUGHLIN GANG

The McLaughlin Gang have managed to elude authorities for the past several years. Not long ago they stopped to rest at a remote trading outpost. The trader recognized them, got them drunk on cheap beer, waited until they passed out, and then tied them up and took their weapons. Afterwards, the trader and his son loaded the trussed-up gang into a wagon and proceeded to take them to the local marshal station in the town of Cheyenne. Along the way, the trader sent a telegraph informing the authorities of the gang's capture and were told that Marshall Leonard Hopkins would meet them in the town of Burke's Crossing to escort them to Cheyenne.

However, as they stopped to rest near Burke's Crossing, the McLaughlin gang overpowered the trader, took his gun, and shot the trader's son. The wounded boy managed to escape on one of the wagon horses (the other panicked and ran off during

the shooting) and made it to Burke's Crossing where he told the authorities what had happened before passing out.

The leader of the McLaughlin Gang, Billy "The Gun" McLaughlin, figured the law would soon be hot on their trails and knew that he and his gang would never get far on foot. He decided they would wait until the posse left Burke's Crossing, and then sneak into town to steal some horses and supplies. The gang is already in town by the time the characters arrive. They are hiding in the stables of the town's only saloon/hotel and attempt to steal the characters' horses and then ride off to one of their hideouts.

BURKE'S CROSSING

Burke's Crossing is a typical western prairie town. It is located near a shallow stretch of the Annabelle River that is easily crossed on horseback. The town was once a stopover on the way to a larger mining town. When the mine ran out, through-traffic dwindled to a halt, shops and businesses closed up, and people moved away. Burke's Crossing has been in decline ever since. The soil in the area is relatively fertile, however, and several large farms and ranches dot the surrounding countryside.

The town itself houses the usual collection of shops and small businesses—a jail, smithy, general store, barber shop, livery, and combination hotel/saloon. Main Street runs through the center of town and continues on through the river.

Several blocks of dilapidated, abandoned buildings line either side of the street. Under normal circumstances, these extra buildings make the town appear under-populated. Right now, Burke's Crossing seems positively barren. Most of the able-bodied men from in and around the area have joined the posse, leaving only the women, children, and a few older tradesmen behind. The residents greet the characters with more than a little nervousness and fear. Children stop and gawk before being hurried along by anxious mothers.

At this point, the gamemaster should allow the characters to proceed as they normally would, doing nothing to let on that this time is any different from the hundred other times they have ridden into some nameless western town. The next part of the story does not begin until the characters go to *The Sup and Sleep*.

The Sup and Sleep

Unless the characters want to sleep outside, they must secure lodging at The Sup and Sleep. This is a combination hotel and saloon, with horse stables around the back. The saloon serves drinks and food. Rooms cost \$1.00 per night with dinner and stabling included in the price.

The saloon is currently empty except for an old man named Winslow Richardson (the owner and bartender), the venerable



COYOTE TRAIL WILD WEST ROLEPLAYING

Deputy Carl Bedfellow, and a wandering gambler named Frederick Crispin.

WINSLOW RICHARDSON ★

Winslow was a soldier in the Union Army who was honorably discharged after losing his right leg to a bullet wound. He is a likable fellow who enjoys reminiscing (and embellishing) the battles he has fought. Most of his teeth are missing and he now hobbles around the saloon on a crudely carved wooden leg. Winslow's wife is dead and his children have moved away but he has adopted an orphan girl named Missy Chambers who helps him serve drinks and keep the hotel up and running.

1 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 2, brawling 5, firearms 6, riding 3, business 3, demolitions 2, general knowledge 6, western lore 6, composure 4

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

compassionate, charitable, musclebound

★

DEPUTY CARL "OLD MAN" BEDFELLOW ★

Old Man Bedfellow is nearly blind, going deaf and slightly senile, making it frustrating to talk to him. He uses a brass ear horn to hear better but it seldom helps. Bedfellow was once an active deputy in these parts and still gets called to duty on occasion when the Sheriff needs warm bodies to perform simple tasks (like watching the jail on holidays). Old Man Bedfellow's offer to join the posse was rejected by Marshall Hopkins and he is currently at the bar, grumbling about the lack of respect he gets these days from all those "young whipper-snappers."

2 FITNESS	1 AWARENESS	3 CREATIVITY	3 REASONING	2 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

brawling 2, firearms 4, riding 3, drinking 3, general knowledge 4, composure 2

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

lawful, alcoholic, thrill-seeker

★

FREDERICK CRISPIN ★

Frederick Crispin (a.k.a. Fast Freddy or Freddy Crisp) is a suave and sophisticated gambler from New Orleans (he pronounces it, *N'Orrlins*). His clothes are clean and well made, and his manners are impeccable. He is wanted for murder in Louisiana after a poker game went bad. The characters may have heard of him by reputation. Crispin is currently in the back of the saloon shuffling cards. After sizing up the characters, he may ask one or more of them to join him in a hand of poker. Crispin refuses to get involved in other people's problems and remains seated if trouble starts. He is armed with a .36 caliber revolver and a two-shot derringer.

4 FITNESS	4 AWARENESS	2 CREATIVITY	3 REASONING	2 INFLUENCE
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SKILLS

athletics 4, brawling 5, firearms 6, riding 5, finesse 6, drinking 3, gambling 6, literacy 3, streetwise 4, commodities 2, survival 2, performance 4, composure 5

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

gentlemanly, gambling addict

★

The Stables

The Sup and Sleeps stables are located behind the saloon. Billy McLaughlin and his gang are hiding in the stalls inside. They have taken Winslow's adopted daughter, Missy, and two stable boys named Wesley and George hostage, and plan to use them to help steal or bargain for horses and equipment.

BUSHWHACKED!

When the characters ride up to the stables, the barn door opens and Wesley comes running out to tend their horses and take their gear to their rooms. A successful investigation task enables the characters to notice that one side of the boy's face is red, as if he has just been struck. If asked, the boy grows nervous and says he was kicked by a horse.

What happens next depends on the actions and mentality of the player characters. If the characters do not pursue the matter further, or if they do not notice the mark on the boys face at all, Wesley leads their horses into the stables without any fuss. The characters can return to the saloon and the gamemaster should skip ahead to Left in the Dust.

If the characters grow suspicious and enter the barn, Billy McLaughlin waits until they are well inside before stepping out of a stall, holding the whimpering stable boy George at gunpoint. Samuel Two-Eyes then appears, his knife pressed



COYOTE TRAIL WILD WEST ROLEPLAYING

to a terrified Missy's throat while Horace Carpenter pops up inside a stall and trains his rifle on the characters. The other members of the gang remain hidden unless a fight breaks out inside the barn.

Billy demands that the characters throw down their weapons and give up their horses, threatening to kill the hostages if they do not. Billy is very persuasive and the gamemaster should do everything in his power to reassure the players that all the McLaughlins want is to put as much distance between themselves and Burke's Crossing as they can before the posse returns. If the characters attempt to negotiate, Billy settles for enough horses and guns to see his gang to safety. If the characters flat out refuse, Samuel uses his knife to make shallow cuts on Missy's neck and shoulder to get her screaming. Winslow Richardson then appears and begs the characters to do as McLaughlin says.

If the players show compassion for the hostages and comply with some or all of the gang's demands, Billy has Wesley gather their weapons and distribute them to the rest of the gang. He then tells the characters to back off while they mount. George is released but Billy hauls Missy into his saddle and takes her with them. The McLaughlins fire a few shots into the air to make the characters duck for cover, then ride out across the Annabelle. They do not stop to pick up any fallen comrades. If any of the gang members are killed or captured, the gamemaster must adjust the following text accordingly.

If a fight breaks out inside the barn, the McLaughlins are ready. Nose Parker is hiding in the loft above the barn doors. He attempts to topple a large stack of hay bales onto the characters below. Horace Carpenter fires his rifle, using the stall door for cover while Fattie Kroger rushes the nearest character with a rusty pitchfork. Billy and Samuel use their hostages as shields (unless precision shots are made, all hits strike the hostages).

Other situations may unfold, depending on how things play out. For example, the characters may decide to withdraw, surround the barn, and wait for the posse to return. In this case, the McLaughlins eventually make a break for it, guns blazing, using the hostages as shields. They then scatter into the town, attempting to steal the nearest mules or horses, and ride off.

The characters are largely on their own during any fight. The locals run screaming for cover, although the characters may later glimpse their curious faces peering out from behind barrels, water troughs, and dusty windows. Only Deputy Bedfellow comes to the characters' aid. Cackling with glee, he happily joins in any firefight but his bad eyesight combined with his wild shooting and dubious gun safety practices make him just as much a danger to himself and his friends (i.e. the characters) as he is to his enemies.

Note: Upon their arrival, if the characters tie their horses up to the hitching post in front of the saloon rather than take them to the stables, Wesley leads the horses around back. A short time later, the town barber, Shaky Pete, rushes in and tells the characters that their horses have been stolen. The characters can just see the McLaughlin Gang across the river (see *Left in the Dust*, below), riding into the distance.

LEFT IN THE DUST

If things go as planned, the McLaughlins escape Burke's Crossing with Missy as a hostage, leaving the characters poorly armed and equipped. If this is not the case, the gamemaster must adjust the adventure accordingly.

If any of the McLaughlins escaped, the characters may wish to give chase. Finding anyone to help is impossible. Most of the able-bodied men have gone with Marshall Hopkins and those few remaining are not inclined to violence. If asked, the gambler, Frederick Crispin, scoffs at the idea of joining any hunt, stating that he can make twice the offered reward money in one night of playing cards, without half the potential danger.

Finding horses in town is also a problem. The owner of the livery has loaned his stock to those members of the posse who did not own horses. He does have plenty of mules and donkeys left however. Crispin's horse is currently at the blacksmith's shop where it has just been shoed. If asked, Crispin agrees to rent the horse for \$15 (a negotiation task can be attempted to make a better deal), plus compensation for any damages.

Finding weapons in town is also difficult as the Sheriff and the local gunsmith have loaned their spares to members of the posse. Winslow Richardson has a sawed-off double-barrel shotgun under the bar along with a box of twenty shells. Winslow also has a rusty old .44 caliber service revolver and twelve rounds in a trunk beneath his bed. The characters may clean and oil the gun, but every time it is fired, there is a high degree of probability that it jams or becomes unusable (roll a single die each time it is fired—a result of 1 or 2 indicates a jam; it takes two turns to clear a jam).

If the characters do not think of it themselves, Winslow suggests they check the gunsmith's shop. The gunsmith has gone with the posse and taken his firearms with him but an unassembled pistol lies on his workbench. A character can make a reasoning-based firearms task to reassemble it.

Deputy Bedfellow offers to loan the characters his flintlock rifle and flintlock pistol, a powder horn, and a bag of shot (+3INJ; +2DIFF accuracy; 4 turns to load). If asked, the gambler, Frederick Crispin agrees to rent his derringer for \$5. The derringer has only two shots and Crispin has no spares.



COYOTE TRAIL WILD WEST ROLEPLAYING

THE CHASE

By the time the characters get moving, the McLaughlin gang should have a bit of a head start. Worse, storm clouds can be seen on the horizon and the night promises to be a wet one. The characters should have no problem tracking the gang into the rocky hills. As night closes in, the trail eventually leads them to an ancient Arapaho burial ground.

THE BURIAL GROUND

The Arapaho burial ground lies atop a small rise and is surrounded on all sides by rocky hills. The graves are marked by stone cairns and trappings of wood, feather, bone, and bead, although the Arapaho are long gone from this region. Twinkling stars and a full moon, glimpsed through the slow-moving clouds, provide just enough light to see. Thunder rumbles in the sky, occasional flashes of lightning and a steady drizzle of rain combine with the closeness of the surrounding wall of rocks to make the burial ground an eerie place. All characters with the superstitious gimmick receive +2DIFF on all tasks while in the area of the burial ground.

When the characters arrive at the site, they find Jacob and Horace digging up graves by torchlight to see if they can find anything of value, while Samuel Two-Eyes sits meditating atop a nearby hill, asking the spirits for forgiveness for disturbing their peace. The rest of the gang are holed up inside a small, hillside cave.

THE CAVE

This cave was once considered sacred by the Arapaho Indians and its walls are adorned with primitive tribal paintings. The McLaughlins have started a fire inside and screened the cave entrance with a blanket or animal hide to keep in the warmth. The characters should be able to smell smoke and/or see the flickering light. Any stolen horses are tied up outside the cave although one might have been killed and eaten for food.

Billy McLaughlin is inside the cave, taking inventory of their supplies and counting the \$254 cash and about \$100 in jewelry taken from a stash the gang had previously hidden in one of the Indian graves. He also has a crude map that leads to several more such caches scattered throughout the region.

Nose Parker is in the cave with him. Nose is terrified of being here but Billy has told him to quit whining unless he wants to get shot. If Missy is with the gang, she is here as well, tied and gagged in a corner.

THE SHOWDOWN

The final confrontation between the characters and the McLaughlins could end up being either a furious firefight or an efficient stealth mission. If the characters obviously have the gang outclassed, the gamemaster may wish to spice up the

encounter by having the McLaughlins join Billy's brothers and a few other outlaws before arriving at the burial site.

A well-armed party might opt to charge in with guns blazing—not a wise tactic if Missy is still a captive. One way of dealing with the gang is to try to take out the members one by one, starting with Horace and Fattie, and then luring the others outside. Gunfire brings the rest of the gang running, but sounds of a minor scuffle may be attributed to small animals or other members of the gang moving about (or restless ghosts, as Nose claims). Samuel is good at being stealthy, so if the characters do not take him out quickly, he may try to stalk the party even as they stalk the rest of the gang.

If given the chance, Billy uses Missy first as a shield and then, if things go badly, as a bargaining chip. Nose fights if cornered but flees or surrenders if Billy is taken out of the fight. Horace may surrender but Fattie is too stupid to run and fights until incapacitated. Samuel steals a horse and flees into the night if things go badly for the rest of the gang.

FURTHER ADVENTURES

Once the characters have dealt with the McLaughlin Gang, they can return with the bodies and/or prisoners to Burke's Crossing. The McLaughlin Gang is wanted dead or alive. A \$250 reward has been offered for Billy McLaughlin with a \$125 reward for any member of his gang. If the characters want to collect the reward, however, they must first accompany Hopkins to Cheyenne. Gang members that have been captured may try to escape along the way. Friends, relatives, and/or enemies of the McLaughlin Gang may try to ambush the characters on the trail, either to help with an escape attempt, or in search of revenge. If the characters make it to Cheyenne, they are paid the reward money and photographed with their prize. Their names and pictures appear in the local paper, providing a good hook for future adventures as employers seek them out with job offers. The gamemaster may even choose to give the famous gimmick to each character if stories of their heroism make it to the East.

Missy is extremely grateful to the party if she is rescued. She is an intelligent and impressionable girl who may even develop a crush on one of the characters. This could develop into a full blown romance if the character is inclined to pursue it, although Winslow Richardson makes it clear from the outset that he will not allow anyone to take advantage of her.

The money found in the McLaughlins' secret cache is untraceable, but some of the jewelry may be recognizable to those in the area. Honorable characters may wish to return these items to their rightful owners. If the characters found Billy's treasure map, they may also try to seek out the other caches. The locations of these hidden troves are at the gamemaster's discretion, and can lead to plenty of interesting new adventures.



COYOTE TRAIL WILD WEST ROLEPLAYING

BILLY "THE GUN" McLAUGHLIN ★

Billy is a hard and ruthless man, completely lacking in morals or conscience. He is intelligent, however, and can be very persuasive when he wants to be. His daddy was a horse thief and his mother was a whore. Billy became an outlaw at an early age and has committed almost every crime imaginable. His plan is to steal enough money to set himself up as a king in Mexico. He has been imprisoned twice for brawling and was almost hanged once for murder but was rescued at the last minute by his brothers, Dave and Johnny McLaughlin. Billy is armed with a .44 caliber revolver and twenty-four rounds, stolen from the trader who captured them.

4 FITNESS	3 AWARENESS	2 CREATIVITY	4 REASONING	3 INFLUENCE
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SKILLS

athletics 3, brawling 4, firearms 5, riding 5, finesse 3, drinking 6, gambling 4, streetwise 5, survival 5, intimidation 5, street cred 4, composure 6

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

greedy, sadist

HORACE CARPENTER ★

Horace was a farmer who was run off his land by a gang of thugs hired by the railroad. He has since become an outlaw and enjoys making the easy money. He still appreciates how hard running a farm is, however, and given the chance, he will help a farmer in need.

Horace still thinks of himself as a good person, a victim even. After all, he never would have turned to a life of crime if it had not been for the damned railroad. If he is captured, he does everything he can to get the characters to understand his point of view. Horace is armed with a .44 caliber rifle and sixteen rounds, stolen from the trader.

4 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 3, brawling 2, firearms 4, riding 4, survival 3, street cred 2, composure 2

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

charitable (towards farmers only), greedy, thrill-seeker

SAMUEL TWO-EYES ★

Samuel Two-Eyes is half Comanche on his mother's side. His father was a prospector who was killed by claim jumpers. Afterward, his mother brought him back to live with her tribe where he was tolerated, but never truly accepted. He was driven out of the village after being rebuked by the chief's daughter and then murdering her in a fit of anger and shame. He tried several times to make amends, but even his mother had turned her back on him. The last time he tried to talk with her, she called the chief and his braves, and Samuel barely escaped the village with his life. Angry and feeling betrayed, he went to the Union Army and told them the tribe was planning to raid a nearby town. Fearing a massive uprising, the army rode out to Samuel's old village and slaughtered the entire tribe, down to the last man, woman and child.

Samuel fell in with the McLaughlin Gang about a year ago. He grudgingly respects Billy, but holds the others in open contempt. Samuel is not with the gang for the money; he enjoys killing people, especially women and the white man. Any money they steal is just an added bonus. Samuel is armed with a Bowie knife and a small knife, stolen from the trader.

4 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

brawling 4, firearms 3, riding 4, knife fighting 6, stealth 5, drinking 2, survival 4, intimidation 2, composure 4

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

sadist

JACOB "FATTIE" KROGER ★

Fattie is a big, strong man with a round belly who is afraid of water and seldom takes baths. Fattie is a brawler who likes to fight hand to hand. He is also a bully who uses his size to intimidate people. Fattie is armed with a rusty pitchfork (+3INJ) he picked up in the stable.

4 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 3, brawling 5, firearms 2, riding 5, finesse 3, streetwise 3, intimidation 4, composure 3

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

GIMMICKS

clumsy



COYOTE TRAIL WILD WEST ROLEPLAYING

NED "NOSE" PARKER ★

Nose is a short, skinny man, with a huge nose and a whiny voice. He wears his hat, clothes and boots a size or two larger in an effort to make himself look bigger, unaware that it only makes him look silly. Nose was raised by his devoutly religious grandmother who kept him locked in a cupboard for most of his childhood and filled his head with visions of fire and brimstone. As a result, Nose is constantly nervous and jumpy. He knows he is going to Hell when he dies and this makes him hesitant to take unnecessary risks. Nose is the first to flee or surrender if things go bad.

Nose has nimble fingers and specializes in safecracking and lock picking. He is also an escape artist, a skill that has saved his hide many times in the past. It was Nose who managed to free everyone of their bonds so the gang could overpower the trader and his son. Ned is armed with a small knife stolen from the trader and his son. Ned is armed with a small knife stolen from the trader and a wooden cudgel picked up in the stable.

2 FITNESS	2 AWARENESS	4 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

athletics 2, brawling 2, firearms 5,
knife fighting 3, riding 4, finesse 5,
survival 2, street cred 2, composure 1

INT : FAT : INJ

☐	☐	☐	☐	-
☐	☐	☐	☐	+1DIFF
☐	☐	☐	☐	+2DIFF
☐	☐	☐	☐	+3DIFF
☐	☐	☐	☐	—

GIMMICKS

greedy, superstitious, dextrous,
cowardly



A DAY IN THE GULCH

This ready-to-play scenario is designed to drop the player gang right into the middle of Shady Gulch intrigue. It is intended to introduce the gang to the town and some of Shady Gulch's more colorful residents. Ideally, it should take place on the first night in which they arrive.

This encounter takes place late at night. The gang might be leaving a saloon, wandering through Tent City, or even sleeping in a room at the Shady Gulch Hotel. Whatever the case, one or more characters are alerted to the sounds of braying, followed by whispered curses. Those who investigate see two men struggling with an irate donkey. A suspiciously body-shaped blanket is draped across the donkey's back. If no one in the gang bothers to investigate, the rest of the night passes uneventfully and the gamemaster can skip ahead to *Donkey Dawn*.

BACKGROUND

Curtis Tibbs and John McReedy were a pair of prospectors and part-time cattle rustlers who had lived in Tent City until two weeks ago when they struck gold in Shady Vale. McReedy stayed on to guard the site while Tibbs rode to Cheyenne to stake the "Tibbs and McReedy Claim."

While Tibbs was away, a pair of ruffians named Francis Ames and Claude Maynard showed up to help McReedy protect the site from low-down, no-good claim jumpers. In return, they promised to take only half the strike. A sullen McReedy had no choice but to agree. Curtis Tibbs returned a few days later to find McReedy working the claim while Ames and Maynard got drunk nearby.

Tibbs knew that Ames and Maynard sometimes work for Jake Kilburn, and figured that Jake had set them on his claim. An angry Tibbs proceeded to get very drunk, and then came to town, demanding to speak with Jake. Kilburn met him in his office and after a brief argument, had Moose Parker cut Tibbs' throat. Jake had the body rolled up in an old rug and waited until the town was quiet before ordering a pair of ruffians named William "Trick" Holloway and Jim Horner to dump it at Xiang's Slaughterhouse in Chinatown. Trick corralled an old donkey named *Peaches* to help them carry the body, but the animal did not like being disturbed and became difficult to manage.

DECISION TIME

Characters who see Trick and Horner transporting Tibbs' body have a number of choices, the easiest of which is to just mind their own business. If the gang sounds an alarm or otherwise makes a lot of noise, the ruffians panic and flee. If the characters confront Trick and Horner quietly, the outlaws threaten them in hopes of making them back down. If the gang persists, Trick and Horner go for their pistols. If they get the drop on the characters, the ruffians disarm the gang, knock them unconscious with a blow to the back of the head, drag them into an alley, and then rob them.

In a shoot-out, Trick and Horner prefer to flee rather than fight, firing back wildly over their shoulders as they run for cover. If the outlaws escape, they head straight for the Tibbs and McReedy Claim to lick their wounds. Sheriff Trulock arrives with pistol in hand soon after any gunplay and attempts to investigate the situation and how it started. The donkey flees into the wild at the start of any confrontation and is not seen again until dawn.

If the gang does not accost Trick and Horner, the ruffians continue on to Chinatown. As they attempt to cross Chinese Creek, however, Peaches breaks free and runs off into the wild. The outlaws spend all night trying to chase the animal down before finally giving up. Rather than face Jake Kilburn, the pair head to the Tibbs and McReedy Claim to regroup and discuss their options.



COYOTE TRAIL WILD WEST ROLEPLAYING

WILLIAM "TRICK" HOLLOWAY ★

Trick Holloway is a no-account cattle rustler, horse thief, and armed robber from Montana. He has a round, bearded faced and is slightly overweight. Trick is dangerous, but not too bright and has a reputation for being extremely gullible. He came to Shady Gulch with Jim Horner a few months back and the pair quickly found jobs doing Jake Kilburn's dirty work.

3 FITNESS	2 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

animal handling 3, athletics 3, brawling 3, drinking 3, firearms 3, gambling 3, general knowledge 1, knife fighting 2, riding 4, roping 4, survival 3, tracking 3, western lore 3

INT : FAT : INJ

□	:	□	:	□	-
□	:	□	:	□	+1DIFF
□	:	□	:	□	+2DIFF
□	:	□	:	□	+3DIFF
□	:	□	:	□	—

GIMMICKS

none

JIM HORNER ★

Jim Horner is a wide-eyed, freckle-faced, eighteen-year-old kid from California. Horner is also mentally slow. He killed two settlers (a man and a woman) during a robbery with Trick Holloway, but has no real understanding of right and wrong. Horner reveres Trick and obeys him without question.

3 FITNESS	2 AWARENESS	2 CREATIVITY	1 REASONING	1 INFLUENCE
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SKILLS

athletics 3, brawling 3, drinking 1, firearms 3, knife fighting 2, riding 3, western lore 1

INT : FAT : INJ

□	:	□	:	□	-
□	:	□	:	□	+1DIFF
□	:	□	:	□	+2DIFF
□	:	□	:	□	+3DIFF
□	:	□	:	□	—

GIMMICKS

none

DONKEY DAWN

The donkey, hauling its lifeless burden, wanders into Tent City just before dawn, causing quite a stir. Sheriff Trulock arrives to investigate the ruckus and then launches a full inquiry into Tibbs' murder.

MEETING JAKE KILBURN

At some point during the day, Nugget bartender Jimmy Colton seeks out the gang and invites them to meet with his boss, Jake Kilburn. Jake receives the characters in his office. He comes off as friendly, but no pushover, and is mainly interested in discovering the gang's reasons for coming to Shady Gulch.

If the gang got involved with Trick and Horner the night before, Jake tries to find out everything they know about the incident. He is furious at how badly the two men botched up such a simple job, but he never lets on and if asked, claims only to know the pair in passing.

Jake is a persuasive talker and a shrewd judge of character. He's quick to pick up on details such as accents, mannerisms, and styles of dress, and uses them to subtly inquire into the gang's past. Moose Parker stays on hand during the conversation to refill whiskey glasses and to back up Jake in case of trouble.

The exact details of the conversation are left up to the gamemaster, but the characters should leave the meeting with the impression that Jake is one of the town's movers and shakers, that he is no friend of Sheriff Trulock, and that he is always on the lookout for capable men who, as he puts it "don't embarrass themselves by asking too many dumb questions."

If Jake pegs the gang as a lawless bunch, he may offer them a job on the spot. A prospector named Eli Munch is expected at the Nugget tonight. Jake claims that Eli owes him over \$500 and he wants the gang to take him out back to collect the money, plus interest (basically whatever Eli has on him at the time). In return, the gang can keep a full 10% for themselves. Regardless of whether or not the characters take the job, Jake directs them to his brothel where the gang can enjoy the company of one of his ladies-of-the-evening "on the house" just for today. Jake frequently uses this tactic with newcomers, hoping they turn into return customers. In addition, the girls receive bonuses for reporting anything interesting they learn or overhear from their clients.

When the gang leaves the Nugget, they pass Preacher Sadler on the porch chatting it up with Ma Kilburn. Preacher tips his hat, introduces himself, and invites the gang to attend his Sunday service. He makes small talk with the characters, but keeps his true nature hidden until he knows more about them.

MEETING SHERIFF TRULOCK

There is no set time for the characters to meet Sheriff Trulock. If the gang accosted Trick and Holloway last night, it is likely they have already met the sheriff. If so, he approaches them at least once more during the day to go over the details of the previous night's incident.

If the characters did not confront the men last night, Trulock catches up with the gang some time after hearing about their meeting with Jake Kilburn. Trulock knows that Trick and Horner work for Jake Kilburn on occasion and he also knows that Curtis Tibbs was last seen at the Nugget. During the meeting, which can take place anywhere, he tries



COYOTE TRAIL WILD WEST ROLEPLAYING

to ascertain the gang's reasons for coming to town as well as their relationship with Jake Kilburn. The characters should come away from the meeting with the impression that Sheriff Trulock is an honest, seasoned lawman who is not one to be crossed. Trulock warms up to a lawful gang after the initial round of questioning, and may ask how the characters feel about becoming deputies. He cannot offer them jobs right away, but he is comforted by knowing that he had some good, honest men available when necessary.

At some point during the day, Sheriff Trulock rides out to the Tibbs and McReedy Claim and finds it abandoned.

A DAY IN THE GULCH

Shady Gulch is a bustling boomtown with something new happening practically every minute of the day. During the course of this adventure, rumors, gossip, and rampant speculation over Tibbs' murder are all over town. Depending on the gang's actions, they might run into any of the townsfolk detailed in *The People* chapter. The gamemaster can also use some of the following events to spice up the day.

- Harriett Cole is busy sweeping off the porch in front of Trulock and Cole's General Store. Butch Cole is away, and Harriett is having a tough time moving a few crates that were just delivered. Any characters who help out immediately start off on Butch Cole's good side.
- A mangy old dog named Skunk is lying in the thoroughfare and growling at passersby. Skunk belonged to a prospector named Ike Sanderson until Ike was killed and scalped by Indians. The townsfolk feel sorry for the dog and feed him scraps when he wanders into town, but the dog is getting more and more feral. Unless the gang gives Skunk a wide berth, the dog attacks. Killing Skunk earns animosity by many prospectors, resulting in a penalty of +1DIFF on all influence-based tasks when dealing with the residents of Tent City.
- An argument between a group of lumberjacks led by Devon Wright and a gang of ruffians led by Johnny Reb Sommerland quickly turns into a fistfight in the middle of the street. A screaming 8-year-old girl named Megan Manners gets caught in the middle of the action. Characters can snatch her to safety with a successful athletics task; otherwise, the girl suffers 1FAT as she is knocked into the mud and her doll gets trampled. The fight ends when Sheriff Trulock arrives and fires a shot into the air. Afterwards, the crowd slowly disperses. Megan's parents, Geoffrey and Sue Manners were in the process of loading a wagon when the girl wandered off and are grateful to anyone who saved their daughter. They are leaving Shady Gulch today because the town is no place to raise a child. Even so, the characters' actions are witnessed by several other townsfolk.
- The gang sees Mexican Joe sitting on the barbershop porch, whittling a piece of wood. He stops his carving to stare with a look of pure hatred on his face as Miss Ellie and another young Nugget saloon girl walk past.
- A buffalo hunter named "Adobe" Turk Wallace is selling buffalo skins for \$2.50 and buffalo tongues (a delicacy) for 25¢ out of a handcart on Main Street. Turk has corralled six buffalo in a nearby canyon and is offering the rare chance to safely hunt these rapidly vanishing creatures for \$50.
- Six Triple Diamonds cowboys come racing into town whooping loudly and firing guns into the air. Characters must make an athletics task to avoid being sprayed with mud. The cowboys rein in at the Nugget and head inside for some fun unless the characters call them out. They are not interested in gunplay, but do not back down from a good, old-fashioned brawl.
- A crowd gathers around a trapper named Jim Freemont who is looking for volunteers to hunt Indians with him. Freemont's call-to-arms could be legitimate, or this may be part of a larger plan to bushwhack and rob a few unwary souls and then blame their deaths on Indians.
- Judge Haverty convicts an outlaw named Regis "Reege" Mitchell of stealing horses and schedules his hanging for the following dawn. Unless someone intervenes, Sheriff Trulock and a mob of townsfolk march him from the jail to an oak tree named "Judgment Day" to hang him.
- The characters are approached by a snake oil salesman named Robert P. Nester. He offers a product called "Doc in a Bottle" that will cure any ailment—from whooping cough to smallpox, to arrow wounds and gunshots. It costs one buck per vial. This supposed cure-all tastes just like the cheap whiskey it is.
- A wagon rumbles to a halt in the middle of town. Its cover has been torn away, and arrows and bullet holes dot the frame. The driver, a grief-stricken young man named Phillip Dugan has an arrow lodged in his thigh. He is immediately rushed to the barbershop where it is eventually discovered that he is the only survivor of a Cheyenne attack that killed his entire family.
- A prospector named Elroy Bigelow finds a nugget worth almost one-thousand dollars in Bramble's Creek. A mob of grinning, cheering prospectors follow him to the Nugget where he buys a round of drinks for everyone present.
- A cardsharp named Danny "Trip" Hudson sets up a game of three-card-monte on a crate outside the barbershop. Trip has \$750 on him, but never bets more than \$50 at a time. Characters who make a challenging (4) observation task can find the Lady and make a quick buck, but Trip packs it up for the day if he is beaten more than once.



COYOTE TRAIL WILD WEST ROLEPLAYING

- A cry of "Fire!" is repeated throughout town as flames rise over Tent City. The townsfolk form a bucket brigade and eventually contain the blaze. At some point during the commotion, the gang sees a man named Jason Tiles running for the hills carrying a bulging sack. Jason robbed his fellow prospectors of their meager belongings and then set the fire to cover his crime.
- A twenty-four-man cavalry detachment led by Captain Willis Moor parades through Shady Gulch. Townsfolk line up to cheer them with shouts of "For Custer!" and "Death to Sitting Bull!" Captain Moor meets briefly with Sheriff Trulock before setting up camp on the edge of town. The soldiers plan to leave in the morning in search of hostiles, and welcome a few scouts who are familiar with the area.
- A Canadian trapper named Louis Gautier sells salted trout, beaver furs, and fox and raccoon tails from a makeshift stall on Main Street. Louis catches a hungry orphan named Elroy Culver trying to steal one of his fish and starts beating him with a stick. If the characters do nothing, Sheriff Trulock arrives in a few minutes to chastise Louis and send the boy on his way.
- A gaudily decorated stagecoach owned by a group of performers known as the H.B. Entertainment Company rolls into town. The troupe's manager, a charismatic young man named Herbert Bannington, sits atop the coach wearing a red cape, and sporting a wide-brimmed hat with a red ostrich plume. As soon as the coach rumbles to a halt, a variety of acrobats, jugglers, knife-throwers, and scantily clad belly dancers jump out and demonstrate their abilities to the delight of the crowd. Herbert quickly meets with Jake Kilburn on the Nugget front porch, and arranges a full week of shows. The stagecoach passed several bands of Indians along the way, but the Indians seemed more curious (or stunned) than hostile.
- A crowd gathers in the thoroughfare where a cowboy named Chuck Conley is boasting how he can stay astride Janie Brillo's notorious mustang, Old Dad, for longer than eight seconds. The horse has a mean temper and refuses to be ridden by anyone other than Janie, but few men are willing to admit they can be outdone by a woman. Janie rides up on Old Dad, dismounts, and then hands Conley the reins. The characters can join in the wagering that takes place. The Nugget ranks Conley as a twenty-to-one underdog, and for good reason—Conley gets thrown in three and breaks an arm when he lands.
- Six young cowboys from the nearby ranches arrange a horse race down the thoroughfare, to prove who has the fastest horse. The whole town turns out for this event, and the characters can join in the betting, or even take part in the race.
- The characters are approached by a traveling Bible salesman named Eric Feldman. According to Eric, his Bibles are "Guaranteed to start even the most decadent heathen down the Path of Righteousness." Eric carries a large suitcase filled with thirty Bibles he found in a dusty crate in an abandoned mission. Each Bible sells for \$5—"a fair price to pay for salvation," he explains. Eric is also willing to trade his Bibles for services or goods.
- The characters come upon a well-dressed prospector named Arthur Langham as he loads his wife and two sons into a packed wagon. Arthur notices the characters, smiles, and then hands them the deed to the Small Diggings Claim and wishes them luck. He has had enough of this life and wants to make a clean break. Characters can work the site for a week and pull out an amount of dust and nuggets equal to one-hundred times the roll of one die before the claim is exhausted. Mayor Peabody is on hand, begging Langham to reconsider, and this might be a good time to introduce the mayor to the gang.
- A young man named Felix Cassidy comes to town looking for Dan Cahill, who is supposed to be his father. The gang might have run into Cahill in the past and/or he may be living in town under an assumed name. As an added twist, Cassidy might be looking for Cahill to avenge the murder of his real father.
- A scuffle breaks out when a former U.S. Army scout named "Indian" Tom Lawton (so-named because he can track like an Indian, not because he is one) disagrees that all Indians are murderous savages. A drunken mob accuses him of being a Sioux spy and drags him into the street to be hanged. Sheriff Trulock is at the East Mountain Claim settling a dispute and Deputy Oldman is napping in the jail. If the characters do nothing, Butch Cole and Ralph Hartman arrive too late to keep Indian Tom from being hanged.
- A seedy fellow named Jackson Anderson approaches the gang about the use of a 24¢ whore he keeps in Tent City. The whore is a young Arapaho girl who Jackson bought from an unscrupulous trader. She has been abused, is underfed and speaks no English, but is forever grateful to anyone who rescues her. Returning her to her tribe almost certainly nets the gang friends among the Arapaho, provided she can explain that they are not her captors.

HIGH NOON

Around midday, Sheriff Trulock visits the Nugget and gets into a heated argument with Jake Kilburn that can be heard throughout the town. Trulock swears that any man involved in Tibbs' murder is up for a hanging. Jake Kilburn swears that any man who accuses him of murder better be ready for a beating.



COYOTE TRAIL WILD WEST ROLEPLAYING

The townsfolk grimly go about their business, wondering if the long-awaited showdown has finally come. Ma Kilburn reaches under the fold of her dress and grips her pistol, while down the street, Butch Cole and Ralph Hartman walk out onto their porches, rifles in hand. A few minutes later, Trulock storms out of the Nugget and the whole town seems to exhale.

TROUBLE BREWING

The characters are marked men, and do not even know it. Out at the Tibbs and McReedy Claim, Ames and Maynard (and Trick and Horner if they are still on the loose) are holed up in a nearby cave. Ames heard about last night's incident and knows that he is in trouble with Jake Kilburn. He and Maynard were supposed to have brought Tibbs and McReedy into line without getting Jake's hands dirty. Now, Tibbs is dead and the sheriff is poking his nose into their boss' business. To make matters worse, McReedy packed up all the gold he could carry and lit out before anyone realized he had gone.

McReedy left the deed to the Tibbs and McReedy Claim, however, and Ames and Maynard have decided that their best course of action is to kill the new gang in town and plant the deed on their bodies. They figure that is the best way to draw Trulock's attention away from Jake Kilburn. Ames and his gang wait out the day in the cave. Then, just after dark, the outlaws ride into town in search of the player characters.

SHOWDOWN

The attack comes some time after midnight, when most of the town is asleep. The gamemaster must tailor this event depending on the location of the player gang. If the characters stay out late, Ames and Maynard stake out the location and attempt to bushwhack them when they leave. If the characters call it an early night, the outlaws try to kill them in their sleep, even going so far as to sneak into the Shady Gulch Hotel. If the characters split up, the outlaws try to take them out one at a time.

Ames and Maynard lead the attack, along with Trick and Horner (if available). Ames also gets his two brother-in-laws to help out, a pair of outlaws named Doug "Tree Trunk" Hutchins and "Big Lips" Dave Markstrom. The men attempt to conceal their identities using sackcloth hoods with eyehole cut-outs. They prefer not to use guns, if at all possible, but may have no choice. Each outlaw attempts to flee after suffering at least 3INJ or 3FAT.

FRANCIS "FRANK" AMES ★

Frank Ames is a cold-hearted outlaw from Missouri. He wears a pair of tied-down revolvers and does not hesitate to use them. He is wanted for murder in Virginia under a different name and has committed a string of robberies, thefts, and murders on his way out West. All of his victims were either unsuspecting or poorly-armed settlers—Frank has no stomach for a straight up fight. Although he is the gang's leader, he hangs back during the ambush and is the first to flee if things start to go sour.

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 4, brawling 4, drinking 3, firearms 5, gambling 3, riding 4, general knowledge 1, knife fighting 3, legends 2, western lore 3

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

GIMMICKS

quick

CLAUDE MAYNARD ★

Maynard is a half-French, half-American trapper from Canada. He spent a bit of time prospecting in the Black Hills before realizing there was more money to be made working for people like Jake Kilburn. Claude is a thief and murderer, but would never hurt a child—he sometimes has to turn a blind eye to his colleagues' actions, however.

4 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

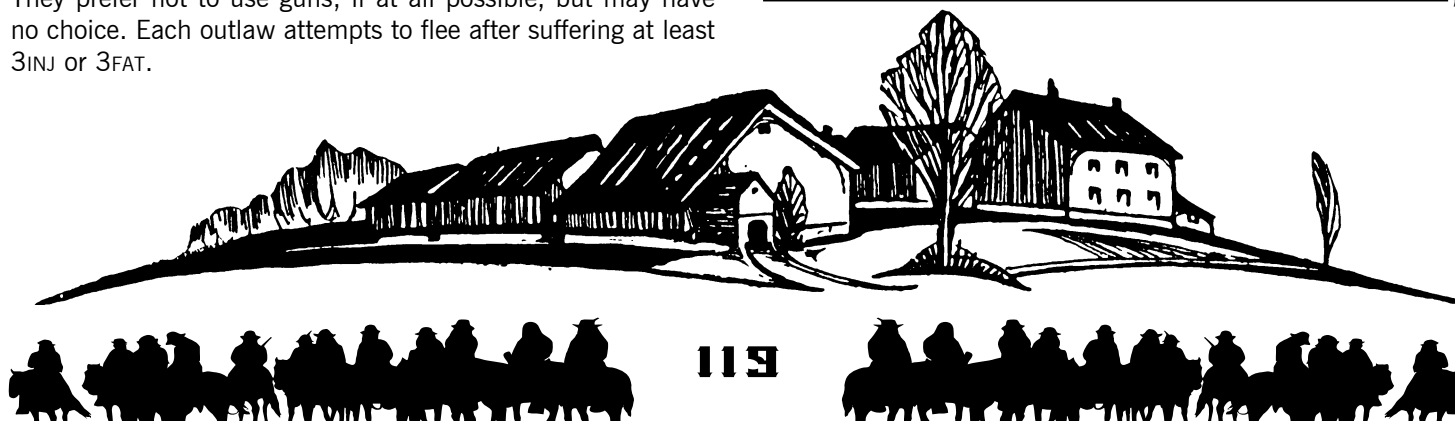
athletics 4, brawling 4, drinking 3, firearms 4, gambling 3, riding 4, general knowledge 1, knife fighting 4, legends 2, survival 4, tracking 4, western lore 3

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

GIMMICKS

internal compass



COYOTE TRAIL WILD WEST ROLEPLAYING

DOUG "TREE TRUNK" HUTCHINS ★

Tree Trunk Hutchins is a huge, bald-headed man nearly as large as a tree, and nearly as smart. A year ago, he married Ames' older sister after she convinced him he had fathered one of her fourteen kids. Tree Trunk spends his time prospecting while he waits for his brother-in-law to come calling with jobs. He lives in Tent City with his wife, Sarah and her children, although Sarah has been nagging him to build a proper house.

4 FITNESS	2 AWARENESS	1 CREATIVITY	1 REASONING	1 INFLUENCE
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SKILLS

athletics 4, blacksmithing 2, riding 2
brawling 5, firearms 2, knife fighting 3

GIMMICKS

musclebound, clumsy

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

"BIG LIPS" DAVE MARKSTROM ★

Big Lips Markstrom is a shaggy, bearded ruffian from Oregon whose lips are always raw, cracked, and bleeding. Big Lips spent some time robbing settlers on the Oregon Trail before heading east. He got drunk one night in Cheyenne and woke up married to Frank Ames' outspoken younger sister, Dottie. They moved to Shady Gulch less than a month ago, and he and Tree Trunk Hutchins have become close friends.

2 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

athletics 3, brawling 3, drinking 3,
firearms 4, gambling 2, riding 4,
general knowledge 1, knife fighting 4,
legends 1, survival 2, western lore 3

GIMMICKS

None

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

CONCLUDING THE ADVENTURE

If Ames and his gang succeed in killing any of the characters and planting the deed on their bodies, the surviving members of the gang immediately become suspects in Tibbs' murder. Sheriff Trulock might not arrest a lawful gang right away, but a lawless one is bound for the jail cell. If this happens, Jake Kilburn might help the gang escape in exchange for their promise to kill Trulock. The characters can just wait it out, hoping there is not enough evidence for a trial, or they can try to escape on their own and somehow prove their innocence.

If the characters kill or incapacitate Ames and his gang, it should not be difficult to connect them to Tibbs' murder. Sheriff Trulock arrests any survivors, and Judge Haverty finds them guilty of murder and sentences them to hang. One of the prisoners may try to finger Jake Kilburn in exchange for his freedom. If this happens, Trulock might attempt to hire a lawful gang to protect the witness, while Jake may need a lawless gang to murder him.

If any of Ames' gang escapes, they leave Shady Gulch for good. The characters may run into them later, but not in this town. Some of the ruffians leave family members behind, and the gamemaster can have some fun (and some solid roleplaying opportunities) when Tree Trunk Hutchins and Big Lips Markstrom's wives come seeking restitution. Heartless characters can turn the penniless women and children away with nothing. Other characters, however, might be inclined to help them out. Both Sarah and Dottie are happy to rope in new men to replace the old ones, so single characters had better be on their guard.

After the gunfight, the characters become the talk of the town for quite a while. This can lead to any of the story ideas outlined in the townsfolk descriptions. Preacher and Ma Kilburn, in particular, take special note of the gang's actions and capabilities over the course of the adventure.

John McReedy's naked body is found a few days later in the nearby hills, shot and scalped. Neither he nor Tibbs had any known relatives, and the Tibbs and McReedy Claim is soon flooded with prospectors searching for gold.

THE TIBBS AND MCREEDY CLAIM

The Tibbs and McReedy Claim is located near Nightcrawler Creek, about a fifteen-minute ride south of town. The camp consists of a ramshackle building, campfire, mining gear, several sluices, and a lot of empty bottles and trash. A diligent miner can uncover an amount of nuggets and dust equal to one-hundred times the roll of one die per week for six weeks, and an amount equal to ten times the roll of one die for three weeks after that (up to a total of \$3,000 worth) before the claim is exhausted. Unless the gang files a legitimate claim and/or takes precautions, however, other prospectors begin working the site, reducing the amount of gold uncovered for each character as equal to ten times the roll of one die for one week.





SHADES OF INNOCENCE

This ready-to-play scenario takes place in Shady Gulch and is ideal for honorable and law-abiding citizens.

Shades of Innocence is essentially a mystery that involves the gang clearing an innocent man charged with murder and requires them to do a bit of investigative legwork. Since the accused is a black man, the adventure also contains some racial undertones in a country in which racism is rampant (and often accepted), and the memory of the Civil War is still fresh. Each gamemaster must decide how much of this element to include in his game, depending on his own preferences and the comfort level of his group. The gamemaster may have to alter some of these events, depending on the actions of the player characters.

THE SCREAM

This encounter takes place in the town of Shady Gulch at night. The gang is relaxing in town when they hear a woman scream. If they investigate, they are drawn to a dark alley in which a crowd has gathered around three people and the body of a dead man. The three people are Lucy Hanscomb, a local saloon girl at the Golden Nugget Theater; Jesse Fulton, a young cowboy from the Circle Bar T Ranch; and George Washington Grimsley, the owner of a newly opened local newspaper, The Shady Gulch Gazette. The dead man is a drifter and gambler named Porter Collins who had a reputation of being a troublemaker.

There is much shouting and commotion over Porter's death. Everyone wants to know who did it. Lucy is distraught and clings to Jesse while Grimsley stands there dumbfounded. All three look shaken. Jesse repeatedly tries to answer questions about what he knows, but each time he begins, he is interrupted by another question. Grimsley is too distracted to talk. If pressed, he shakes his head and mumbles incoherently. The members of the gang are free to ask questions, but must make successful intimidation tasks in order to quiet the crowd so the boy can be heard.

GEORGE WASHINGTON GRIMSLEY



Grimsley is the owner of the Shady Gulch Gazette. His parents were escaped slaves who died on the trek north along the Underground Railroad, leaving him orphaned as a young boy. His life might have turned out much differently if a wealthy man from Philadelphia named James R. Hutchins had not taken him in and seen to his education. Among other things, Hutchins owned a newspaper and Grimsley learned all about the business from him. He moved west hoping to start his own newspaper and eventually ended up in town.

Grimsley is a strong-willed and generally honorable man. He does not back down easily nor does he hesitate to speak his mind, and this has led to several heated arguments with the likes of Bill Boggins and his kind. Grimsley almost never carries a weapon, having faith in the law to protect law-abiding citizens. Grimsley has been married to Evelyn Grimes for just over ten years and they have two children, Evie, age 7 and James, age 5.

3 FITNESS	2 AWARENESS	4 CREATIVITY	3 REASONING	1 INFLUENCE
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SKILLS

athletics 4, brawling 3, riding 3,
 design 3, literacy 2, business 5,
 streetwise 2, negotiation 3,
 composure 2

INT : FAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

GIMMICKS

proud, lawful



If the gang is unable to establish some order, Deputy Oldman finally arrives on the scene and manages to shout everyone down so that the boy can tell his story. Jesse explains that he and Lucy slipped into the alley looking for a quiet place to talk and came upon Grimsley standing over the body of Porter Collins. Upon hearing this, Grimsley insists that he came across the body only moments before Jesse and Lucy arrived.



COYOTE TRAIL WILD WEST ROLEPLAYING

It is obvious that Deputy Oldman does not like Grimsley. When Grimsley cannot explain what he was doing skulking around the alley this late at night, that is all the incentive Oldman needs to draw his gun and place Grimsley under arrest for the murder of Porter Collins. (See page 122 for a description of Deputy Hal Oldman.)

At some point, Bill Boggins and his band of no-accounts arrive on the scene. Upon hearing that Grimsley murdered Porter, they demand he be hung on the spot. Deputy Oldman appears to consider this and Boggins calls for one of his men to get a rope.

If the gang protests this treatment, they immediately earn the enmity of Deputy Oldman and Bill Boggins. If they do not intervene, however, one of the other townsfolk (gamemaster's choice) does. He points out that this town is one of laws and that a man accused of a crime has a right to stand trial. This meets with a scattering of support—just enough for Deputy Oldman to relent. Oldman says that Sheriff Trulock and Judge Haverty are gone for a few days, settling a boundary dispute and the trial can not take place until they get back. Boggins makes a large show of the indecency of this and vows to see Grimsley hanged. Grimsley is taken to the jail and locked in a cell.

BILL BOGGINS

Bill Boggins, aka Honest Bill, is a dirty, mean-tempered, barrel-chested man who is best known for fighting and cheating at cards. His reputation limits the number of people willing to play with him, and no one dares call him a cheat to his face. He has been caught cheating three times. Each time there was gun play and when the smoke cleared, Boggins was the last one standing. Boggins fought for the Confederacy during the Civil War. He has since become a drifter, buffalo skinner, bounty hunter, and occasional outlaw. He is a racist and hates all non-whites, but he especially hates blacks. Boggins is the leader of a small gang of drunks, gamblers, and thugs that feel pretty much the same way he does. Boggins is armed with a cut down double-barrel shotgun with two belts of ammo crisscrossed over his chest. He also wears a .44 caliber revolver but has no skill with it at all.

4 FITNESS	4 AWARENESS	1 CREATIVITY	2 REASONING	1 INFLUENCE
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SKILLS

brawling 4, firearms 5, riding 2,
drinking 4, gambling 4, composure 4,
intimidation 3, western lore 4

GIMMICKS

quick, gambling addict, intolerant

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

THE BEGINNING OF IT ALL

About three months ago, a Philadelphia youth named Tommy Madison left his home bound for Shady Gulch. Along the way, his stagecoach was ambushed by outlaws. Tommy escaped the massacre and fled into the wilderness, but being a *tenderfoot*, he promptly got lost. After several days of wandering, a hungry and exhausted Tommy eventually stumbled upon a remote watering hole.

Soon after, a small-time con artist and extortionist from Chicago named Jack Riley also came upon the watering hole. After his experience with the outlaws, Tommy was initially wary of Jack, but the con artist put on his best smile and offered food and friendship, and eventually earned Tommy's trust. When Tommy offered to pay for the food, Jack would not hear of it, although he did make note of where Tommy kept his money. They spent the night at the watering hole and through their talk, Jack learned much about Tommy's past.

The next morning, Jack quietly saddled his horse, planning to steal Tommy's money and then leave the youth to die in the uncaring wilderness. But Tommy woke up during the robbery and fought back with surprising strength. The struggle ended when Jack brained Tommy with a rock.

Jack stripped Tommy's body of valuables and anything else that might help identify who he was. While searching the boy's possessions, he found a letter addressed to a George Washington Grimsley in Shady Gulch. The letter stated that Tommy was the ward of a wealthy man named James R. Hutchins and asked Grimsley to look after the boy as best he could. Jack had heard about Hutchins from Tommy the night before and after some thought, he decided he would assume Tommy's identity, at least for a time, until he could find some new scams to work in town.

Jack rode into the town, asked around and was eventually directed to George Grimsley at the newspaper. Jack was surprised to find that Grimsley was black, but nevertheless, he presented himself and his letter. Grimsley was only too happy to welcome Jack into his home and at Jack's request, he was allowed to occupy a small room at the newspaper as his apartment.

Jack has since taken on the role of young Tommy Madison. He helps Grimsley with typesetting and reporting, and this cover has enabled him to ferret out much information regarding who is doing what in town. He eventually planned to use this information for his own gain. Jack plays the role of an innocent youth to the hilt, using phrases such as "golly gee-willikers!" and "boy howdy!" to make himself seem naive when in fact he is anything but. Jack has very little knowledge of Tommy's hometown of Philadelphia and cites homesickness as his unwillingness to discuss his past.



COYOTE TRAIL WILD WEST ROLEPLAYING

JACK RILEY

★

Jack Riley, aka Baby-Face Jack, is small, nondescript man of slight build. He is twenty-seven years old but looks ten years younger. Jack's innocent face belies his cunning and ruthless nature. He is a career criminal, wanted in the Midwest on numerous counts of theft, extortion, and blackmail. He once ran an organized protection operation in Chicago but was run out of town by the stronger McDonald Gang.

Jack carries a .31 caliber revolver expertly concealed beneath his waistcoat at all times.

4 FITNESS	2 AWARENESS	3 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 2, brawling 5, firearms 4,
knife fighting 4, riding 5, tracking 2,
general knowledge 4, survival 3,
intimidation 5, performance 3,
composure 5

INT : PAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

GIMMICKS

greedy

★

THE AFFAIR

Jack's first mark was none other than his benefactor, George Washington Grimsley. Grimsley is well-off and Jack plans to divest him of much of his wealth. Rather than blow his cover by robbing Grimsley outright, Jack enlisted the aid of one Miss Lily Trudeau, a former prostitute from Chicago whose real name is Annabelle Trent.

Jack threatened to reveal her true identity unless she agreed to cozen Grimsley into having an affair with her. He plans to blackmail Grimsley about the affair through a series of anonymous letters. Miss Lily and Grimsley meet at least once a week in an opium house known as The Black Lotus, located in Chinatown. Grimsley is utterly taken with her and for her part, Miss Lily has come to care for him as well. While she does not love him, she does not want to see him harmed, nor does she wish to see his good name dragged through the mud. For this reason, she decided to break off the affair and find some other way to deal with Jack Riley.

On the night Porter Collins is murdered, Miss Lily meets Grimsley at The Black Lotus and tells him that she no longer wishes to see him, although she refuses to explain why. Grimsley becomes upset, then angry, and leaves in a huff. While discretely making his way back home, he stumbles across the body of Porter Collins lying dead in the alley.

MISS LILY TRUDEAU

★

Miss Lily's real name is Annabelle Trent. As a girl she worked in several brothels in and around Chicago. She was intelligent and smart enough to save her money until she had saved enough to finance her move west seeking a better life. She has adopted a passable Southern accent and passes herself off as a lady of distinction from Savannah, GA. She has made it known that she is available and looking for a decent, respectable and well-to-do husband to start a family. She has plenty of gentleman callers, but has committed to none of them yet.

Annabelle is a shrewd girl who has seen much suffering in her life. She is cool and aloof but empathizes with those who have undergone similar hardships and tries to dissuade young girls from becoming whores whenever she can. She hates Jack Riley for the hold he has on her and has considered hiring someone to kill him but cannot think of a way to do so without blowing her own cover—respectable ladies do not go around consorting with outlaws and murderers. If the characters seem amenable to such a job, she may try to hire them to do it. Annabelle is armed with a derringer strapped to the inside of her thigh at all times.

2 FITNESS	3 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
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SKILLS

finesse 2, firearms 2, riding 1,
stealth 1, drinking 2, disguise 2,
general knowledge 3, commerce 2,
seduction 5

INT : PAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

★

THE MURDER

A few weeks ago, an uncouth ruffian named Porter Collins rode into town. Jack knew Porter from Chicago where they were old friends and occasional rivals. Jack did his best to stay out of Porter's sight but he knew it was only a matter of time before their paths crossed.

Porter meanwhile hooked up with Bill Boggins and his friends, a rowdy bunch of drunks, gamblers and general troublemakers. Boggins and his band resent those with education and hate Grimsley in particular because he is not only educated but black as well. Porter and Boggins have confronted Grimsley several times in the recent past, including a heated argument the day before the murder.

On the night of his death, a drunken Porter went to the newspaper office planning to break the window with a thrown rock. He spotted Jack through the window and banged on the door, demanding to be let in on whatever scam Jack was working. Not wanting his cover blown, Jack let him in and when



COYOTE TRAIL WILD WEST ROLEPLAYING

the opportunity arose, he struck Collins over the head with an ink tray. He then strangled Collins to death and dumped the body in an alley away from the newspaper office.

THE JOB OFFER

The morning after the murder, Mrs. Evelyn Grimsley invites the gang to her home for brunch and attempts to hire them to prove her husband's innocence. If asked why she chose them, she reluctantly admits that they are the only ones in town who might consider taking the job. Not only could exposing the true murderer prove dangerous, but just asking questions on behalf of her husband might lose the characters a few friends and gain them a few enemies.

If the gang stood up to Deputy Oldman the night before, she offers each character a \$150 reward for attempting to clear her husband's good name. Otherwise, she offers them \$75 dollars each. In either case, particularly callous characters can talk her up to a sum of \$200 each. In any case, it is a lot of money, and even if the gang is not too crazy about taking the job, the amount of money offered prevents them from dismissing it outright.

If the gang declines her offer, an imaginative gamemaster can incriminate one or all of them in the murder as well, assuring that they begin investigating. However, the gamemaster may still choose to give them the opportunity to participate in the lynch mob encounter below.

If the gang agrees to take the job, Mrs. Grimsley suggests they talk to her husband first. He has refused to allow her to see him locked up in a jail cell and she is worried for his health. If the characters agree to speak with him, she prepares a basket full of food for them to take him.

INVESTIGATING THE CRIME

The Alley

On the night of Porter Collins' murder, the alley is dark and muddy from recent rains. Porter's body lies in the middle of the alley. The mud around his body is churned from the gathered crowd but anyone with a high awareness rating (4+) is able to make out drag marks leading down the alley to a set of erratic footprints. Anyone who makes a successful tracking task can discern that the pattern of the prints was made by either a drunk or someone bearing too heavy a load (such as that of Porter's body). These prints mingle with others not far down the alley, making them impossible to follow. Grimsley's footprints are also readily apparent nearby, leading to the body site from the direction of Chinatown.

The Body

At a glance, it looks as if Porter Collins was killed by a blow to the head. Anyone making a successful medicine task notices

bruising around the neck that suggests he died of strangulation, possibly after being rendered unconscious.

Once Deputy Oldman arrests Grimsley, the undertaker removes Porter's body in a covered wagon, takes it back to the funeral home, and cleans and dresses it for a burial service to be held three days later. Friends and relatives can pay their respects until then. Anyone examining Porter's body after it is cleaned up immediately sees the strangulation marks on his neck. In addition, dark stains are apparent on the skin of his neck (and clothes). They appear to have been blood stains but are now evident as spatters of blue ink. These stains would seem to implicate Grimsley but they might also lead the characters to speak with Jack Riley.

The Jail

The gang may visit the jail at any time during the adventure. Deputy Oldman treats the characters with an open contempt that borders on hostility. He is quick to loose insults and threats. If the characters return them or are too aggressive, Oldman does not hesitate to flaunt the power of his badge and threaten to throw them in the jail with their *friend*.

Oldman ignores any evidence the gang brings to him, telling them to take it to the judge when he returns. As far as he is concerned, Grimsley should hang. *"And there are plenty of others in town who feel the same way,"* he says with an ominous look, although he refuses to elaborate.

Among the wanted posters on the wall is one offering a \$250 reward for the capture of one Jack Riley. The accompanying illustration looks remarkably like Tommy Madison, but the poster is impossible to single out among all the others unless the characters are specifically checking the board for familiar faces.

Grimsley

Grimsley is haggard from lack of sleep and his right eye and lower lip are swollen from his treatment at the hands of Boggins and his gang on the way to the jail. His clothes are muddy and disheveled and give off an odd, sweet-smelling odor that is almost overpowering within the confines of the small cell. Any character with the *opium addict* gimmick or experience with drugs recognizes the smell on Grimsley's clothes as that of opium smoke. Otherwise, it takes a challenging investigation task to recognize the smell.

Grimsley asks for any news of his wife and children. He has had all night to put his life into perspective and deeply regrets having the affair with Miss Lily. He is more afraid of what knowledge of the affair will do to his family than he is of being convicted of Porter's murder. Despite the blind prejudice he has witnessed as a child, he knows Sheriff Trulock is an honorable and intelligent man and is confident that his innocence will be proven upon his return.



COYOTE TRAIL WILD WEST ROLEPLAYING

If asked, Grimsley indignantly denies being an opium smoker but cannot convincingly explain the smell on his clothes. Nor can he explain what he was doing in the alley so late at night. He says that he was working late at the paper and the time got away from him. Jack Riley does not know to support this alibi but he may learn of it later (at the gamemaster's discretion).

Grimsley refuses to talk about Miss Lily, fearful of besmirching her good name. If the characters present evidence or knowledge of the affair, he begs them not to say anything, even going so far as to offer them \$500 to keep the matter quiet.

The Black Lotus

The Black Lotus is an opium den located in Chinatown. It is a dark, seedy establishment run by a Lung named Chin Yu. He knows only a smattering of English and assumes the characters are here for either opium or prostitutes. Unless the characters speak Cantonese, they will have a difficult time communicating with him.

If the characters somehow make it clear what they are investigating, Yu knows that a black man and a white woman meet here about once a week, although he does not know their names. The man pays for a backroom and the two spend several hours together. Both were here last night but they left early after some sort of argument.

A check of the backroom turns up a fancy button that matches the others on Grimsley's waistcoat. Yu can also produce a lacy woman's handkerchief with the monogrammed initials *L.T.* on them. The gamemaster may allow a complex investigation task to reveal this as belonging to Miss Lily Trudeau, or the players may be able to figure this out for themselves.

The characters now know for sure that Grimsley was here last night and may even suspect the reason. This makes it unlikely that he could have killed Porter Collins. Unfortunately, only Yu can attest to this and the word of a Chinaman is not worth much in these parts, so the gang must still find solid proof that Grimsley did not commit the murder.

The Shady Gulch Hotel

Miss Lily Trudeau lives in a nice room on the second floor of the Shady Gulch Hotel. If the characters enter the hotel's small dining area, they may run into Jack Riley who stops by several times during the day hoping to see Miss Lily—he wishes to arrange a meeting with her (as a precaution, he has always been careful not to be seen going to her room). Jack does not yet know that Miss Lily broke up with Grimsley. He is here because he is worried that if Grimsley is convicted of murder, his well-planned blackmail scam is ruined.

If the gang introduce themselves, Jack is friendly and helpful, although seemingly troubled by the arrest of his benefactor

whom he maintains is innocent. Jack is eager to hear what Grimsley has been saying about the murder since Grimsley has been too embarrassed to even see him. Jack backs up Grimsley's alibi of working late if he learns of it soon enough. Once Jack realizes that the gang is here to question Miss Lily, he returns to the newspaper office and readies a horse in case he has to leave town in a hurry.

Characters who pay Miss Lily a visit find her distraught. She has learned of Grimsley's arrest and knows he could not have murdered Collins because he was with her at the time. She was already upset over her part in deceiving Grimsley and now the fact that he has not used her as an alibi has made her feel even worse. She has promised herself to come forward if he is brought to trial, but even she is not sure whether or not this is true.

Miss Lily is hesitant to speak of her involvement with Grimsley. If the characters confront her with knowledge of the affair or if they assure her that they are looking out for Grimsley's best interests, she caves in and tells them that Jack Riley blackmailed her into seducing Grimsley by threatening to reveal "*something troubling to do with my past*," although she would rather not elaborate on this. She asks for discretion with regards to her and Grimsley's association—she has no wish to ruin his family, nor does she want her own name besmirched. She tells the gang everything she knows about Jack Riley, including the knowledge of the reward on his head, and cooperates in any way she can.

The Shady Gulch Gazette

The office of the Shady Gulch Gazette is a small, two story building crammed between the general store and an abandoned gunsmith's shop. If the characters search the immediate area, they find a rock with a piece of paper tied to it that says "*Your kind ant wanted heer*". Otherwise, a successful investigation task in the area enables them to spot the rock by accident. This was the rock Porter planned to throw through the front window. The gang can confirm the handwriting is his at several businesses in town where he was required to sign his name (such as the general store).

The Gazette's first floor contains a printing press and an untidy jumble of newspaper plates, jugs of ink, and other print-related items. A large, dirty window looks out on the street out front. A loud cow bell hangs from the front door, although the door itself is usually unlocked during the day. The back door opens out onto an alley and is almost always locked.

A set of muddy boots occupies the floor next to the back door. Characters who made their tracking task in the alley can verify the boots are the same size as those that made the erratic set of footprints. These are Jack's boots—he took them off after dumping Porter's body.



COYOTE TRAIL WILD WEST ROLEPLAYING

The Gazette's second floor contains extra storage space, Grimsley's office, and the small room in which Jack Riley has been living. A search of Grimsley's cluttered office reveals nothing of interest—stacks of invoices and other mundane paperwork, a ledger detailing newspaper sales, framed tintypes of his family, and the like.

Jack's room is neat to the point of being severe—a stark contrast to the rest of the office. The bed is made, clothes are folded inside the dresser and laid out in an orderly fashion, and the furniture and even the floorboards are scrubbed clean and polished to a dull shine.

A cursory glance of the room reveals nothing of interest. Anyone making a successful complex investigation task (a thorough search of the room) finds a loose board under a corner of the rug. Beneath the board is a small hole that contains a .44 caliber revolver and gun belt, a wanted poster offering a \$250 reward for Jack Riley's capture, as well as Jack Riley's personal journals.

These journals are the key piece of evidence the characters need to clear Grimsley's name. Not only do they contain a day to day recap of Jack's activities, they also provide detailed (and possibly incriminating) information on many residents of the town. Most importantly, they list possible scams, including the one Jack is currently working on with Grimsley and Miss Lily Trudeau a.k.a. Annabelle Trent. One journal entry also contains the details of Jack's fatal encounter with the real Tommy Madison.

Jack Riley

If the gang visits the Gazette while Jack is gone, the place is locked up tight. The front door opens on the street and anyone forcing their way in is sure to draw unwanted attention. The back door opens onto an alley and the lock may be picked or forced with little chance of anyone noticing.

If Jack is present, he is reluctant to let the gang search the premises unless they specifically state that they are working for Mrs. Grimsley. If asked about the muddy boots near the back door, Jack sheepishly says he went to the site of the murder to see if he could find any clues to help prove Grimsley was innocent. He protests any search of his private room and if the loose floorboard is uncovered, he pulls his gun and starts shooting as he runs for the door. He also shoots and flees if the gang confronts him with his true identity.

If allowed to escape, Jack steals the first horse he sees and rides out of town. If Jack is killed, the characters have some explaining to do, and one or two characters might even be arrested, depending on their relationship with Deputy Oldman. The characters are absolved of the murder if Jack's journals are uncovered, but until the sheriff returns, jailed characters might find themselves in a bit of a bind when the lynch mob comes calling.

THE LYNCH MOB

For dramatic effect, this encounter is best used at night.

At some point during the investigation, a lynch mob arrives at the jail and attempts to hang Grimsley for murder. Word that a lynch mob is forming quickly spreads throughout town, causing the streets to empty and businesses near the jail to close up shop. Conversation in the saloon is muted and an air of apprehension hangs over the entire town. Most law-abiding citizens oppose this kind of 'justice' but with the sheriff gone, they are too afraid to take action themselves.

It is up to the gamemaster to determine how the characters learn of the lynch mob, but they should be allowed to arrive in time to prevent Grimsley from being hanged.

At the jail cell, Deputy Oldman tells Grimsley and any jailed characters that he has to make his rounds. *"You boys be sure to tell anyone who comes calling that I'll be back in a snap,"* he says. *"Snap o' the neck, that is!"* With a gleeful laugh, he then makes a show of dropping his key ring onto the floor. *"Whoops! I musta dropped them keys before I left,"* he says. The characters can hear him laughing long after he exits the jail. Deputy Oldman goes to the far edge of town so that when the sheriff returns, he can claim he was unable to prevent Grimsley's hanging.

Soon after the deputy leaves, a torch-bearing mob of nearly two dozen hooded men ride up to the jail. Despite the hoods, it should be obvious that Bill Boggins is the mob's leader. Unless prevented from doing so, the mob drags Grimsley out of his cell and onto the porch where Boggins, acting as judge, jury and executioner, recounts his crime and pronounces sentence. Grimsley is then hanged from a nearby beam.

If at any point the gang tries to intervene, Boggins attempts to appeal to their white heritage, citing righteous intent and saying they should be standing with the mob instead of against it. If this does not work, he cocks his rifle and makes it plain that the mob is prepared for trouble unless the characters, *"stand aside and let justice be served!"* Several other members of the mob grunt their agreement and also ready their weapons. Characters may notice that the bulk of the mob appears skittish and seem to be edging away from Boggins, on the verge of flight. They had obviously come here expecting to hang a defenseless man, not get caught up in a pitched gun battle.

If the characters do not back down, Boggins and a number of men equal to their number start shooting; the rest turn tail and run, and later deny being part of the mob at all. Boggins and his cronies fight until incapacitated or dead.

If the gang wins the firefight, Deputy Oldman arrives on the scene and attempts to arrest them all for murder. However, the growing crowd of townsfolk finally speak out on behalf of the



gang, stating that the fight was fair and forcing Deputy Oldman to relent. Grimsley is taken back to his cell and if they have not already done so, the gang must still find hard evidence (like Jack's journals) to clear him of murder.

CONCLUDING THE ADVENTURE

If all goes well, the gang should be able to clear an innocent man of murder, bring a wanted criminal to justice, and participate in a good old-fashioned firefight.

If the gang do not find Jack's journals, Grimsley stands trial for murder and it is up to the gamemaster to decide whether or not Miss Lily comes forward in his defense.

If Jack Riley escapes, the gang may decide to track him down and bring him to justice for his crimes, not the least of which is the murder of young Tommy Madison. If the gang capture Jack Riley, they must travel to Chicago to collect the reward, and Grimsley may attempt to hire them to recover Tommy's body along the way so he can give it a proper burial. A trip to Chicago can lead to a host of big city adventures, and may even put the characters in the awkward position of having to protect Jack from those who would rather see him silenced.

As to the affair, in the end, it may be left up to the gang to decide whether or not to reveal Grimsley's indiscretion to his wife. It is obvious that Grimsley is filled with remorse and if the characters keep his secret, he becomes a devoted husband who dotes on his wife and children. If the characters reveal the affair, his wife leaves, taking the children back east and filing for divorce. Grimsley may either become an alcoholic and end up on the street, or he may become engrossed in a new cause, such as putting an end to prostitution or seeing to it that everyone accused of a crime gets a fair trial. In any case, he is likely to bear little love for the gang. Once word of the affair gets out, Miss Lily a.k.a. Annabelle Trent is forced to leave town and change her identity once again, and depending on the circumstances, it is possible she may seek revenge on the gang in the future.



CONFEDERATE GOLD

This ready-to-play scenario is ideal for just about any gang, and takes place a few years after the end of the Civil War. It takes place in Shady Gulch, but can also occur in another town if preferred.

The gang is approached one morning by a man named Harold Gadsden, who wishes to hire them for a job. Gadsden is expecting a friend on the Cheyenne stage. The stagecoach is four days late and Gadsden is afraid that it might have run into some trouble. The roads and trails have turned to mud after a three-day rain and it is possible that the coach is bogged down somewhere, but it is also possible that it has run afoul of bandits or outlaws. Gadsden is no outdoorsman and is looking to hire a few hands to accompany him to find his friend. The gang was either recommended to Gadsden by someone else, he knows of them by reputation, or he may have befriended one or more characters in the past if the gamemaster has time to foreshadow this adventure. Gadsden offers \$25 to any character who agrees to go with him.

HAROLD GADSDEN ★

Harold Gadsden is a wealthy gambler and dude from Boston, Massachusetts. He is quick enough on the draw to have garnered a reputation as someone not to be trifled, but he is no gunfighter. Gadsden's easy-going manner and his willingness to buy a round of drinks after a good night of winnings have earned him many friends in town. Gadsden did not realize what a cold and merciless man his childhood friend Collins had become, and regrets ever getting involved with him or his stolen gold.

4 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	3 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

bawling 2, finesse 4, firearms 2, riding 2, drinking 6, gambling 5, business 5, negotiation 4

GIMMICKS

wealth, tenderfoot

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

THE PLOT

Years ago, near the end of the Civil War, a small unit of Union Army soldiers, dubbed Carver's Irregulars by some and Carver's Butchers by others, were charged with accepting the surrender of a large company of Confederate fighters. Captain Dan Carver, the leader of Carver's Irregulars, discovered that the Confederate troops were transporting a crate of gold bars to be used in the purchase of weapons and supplies from the French. After the Confederate soldiers had been disarmed, Captain Carver and his young lieutenant, Reginald Collins, convinced their men to kill the rebel troops and then hide the gold until after the war. Those Union soldiers who opposed the slaughter were shot during the ensuing "Confederate uprising."

Over the intervening years, Captain Carver and most of the Irregulars have died (some under extremely suspicious circumstances) and today, only six conspirators remain. These men, led by the now Captain Reginald Collins, are part of a Union cavalry unit that has recently arrived in Shady Gulch.

Captain Collins knew he needed help unloading the gold, so he enlisted the aid of his childhood friend, Harold Gadsden. Gadsden and Collins grew up together in Boston. The two youths often found themselves on the wrong side of the law, but their families were wealthy enough to keep them out of any real trouble. Gadsden grew up to become a professional gambler while Collins joined the army.

After being contacted by Collins, Gadsden set himself up in town and immediately staked out a mining claim in the nearby hills. He then contacted his brawny partner, longtime friend and sometimes bodyguard Oliver Wilson, to have him dig up the crate of gold and hide it on a stagecoach bound for town. Wilson was supposed to ride with the coach to ensure that it arrived safely. Meanwhile, Captain Collins used his influence to make sure his unit was assigned to the area around town. Once the gold arrives, Gadsden plans to melt the bars into nuggets and pretend they were discovered on his claim. He and Collins would then divide the money amongst the men.



COYOTE TRAIL WILD WEST ROLEPLAYING

Everything was proceeding according to plan until the stagecoach bogged down in the mud about a day's ride from town. Collins has become impatient with the delay and has begun to suspect that Gadsden might be trying to pull a double cross. Knowing this, Gadsden decided to see for himself what had happened to the stagecoach. He hires the gang to accompany him and then plans to leave town without telling Collins. If the stage has indeed been robbed, Gadsden plans to keep riding, putting as much distance as he can between Captain Collins and himself.

STUCK!

The stagecoach left Cheyenne with a driver, Charlie "Pop" Sanders, his son Chris "Popper" Sanders riding shotgun, and three passengers—the brawny Oliver Wilson, Miss Marnie Howell (a respectable lady from Chicago), and Adam Goldstein (a Jewish banker from New York).

Though employed by the stagecoach company, Pop and Popper Sanders are professional smugglers who routinely transport contraband, stolen goods, and occasionally people along their route. Pop and Popper were hired by Gadsden to transport Wilson and the stolen crate of gold bars, although neither man had any idea what was in the crate.

The stagecoach traveled through the pouring rain and was nearly a day away from town when the wheels got mired in the mud. After trying unsuccessfully to free the stagecoach, Pop Sanders unhitched the horses and the travelers spent three miserable days huddled inside.

INDIAN ATTACK

On the morning the gang was approached by Gadsden, the rains cleared and Pop, Popper, and Wilson set about trying to free the stagecoach from the mud. Late in the afternoon, they finally succeeded. No sooner had they freed the stagecoach, however, than they were attacked by a Sioux raiding party led by Wolf-Teeth. Pop and Popper were slain in the initial assault. Wilson managed to kill one of the raiders with his rifle, shoot two more and knife another before they took him down. Because of his courage and bravery, the Indians decided to torture and kill Wilson first.

The characters arrive on the scene late in the day. Pop and Popper have been scalped. Wilson has been staked to the ground and burned alive. Goldstein has been hamstrung and scalped, but is still alive. The Sioux braves have fired an arrow into the ground a short distance away. If Goldstein can crawl to the arrow, they will kill him quickly. If not, he will be tortured some more before being dragged behind a horse.

Bill "Long Rifle" Drummond is also on the scene. Bill arrived just as the Indians were burning Wilson at the stake and took up a protective position next to the stagecoach where Miss

Marnie is hiding. He stands there holding his long rifle in the crook of his arm and impassively watches the torture of Adam Goldstein. Bill's reputation has earned him the right to fight Wolf-Teeth for Miss Marnie, but he knows that if he tries to help Goldstein, the Indians will attack him in force. The Indians pretend to ignore him, but in fact are watching him closely. The Indians are also watching Goldstein's progress and between the two, they are completely unaware of the gang's approach.

WOLF-TEETH



Wolf-Teeth is one of the most feared Sioux war chieftains in the region. He is well known for his fearsome visage—what is left of his front teeth are jagged, blackened, and dead. Wolf-Teeth is responsible for the torture and murder of dozens of men, women, and children, and there is a standing bounty of \$1000 on his head.

When Wolf-Teeth was a boy, his village was attacked by a unit of Union Army soldiers. He received a rifle butt to the face while trying to protect his mother from the soldiers. The blow shattered his front teeth and knocked him unconscious. Wolf-Teeth awoke later to find that his mother and the rest of his village had been massacred. Wolf-Teeth hates every white man, but he hates Union soldiers in particular.

Wolf-Teeth carries a rifle, a tomahawk (same as an axe), and a knife. He wears the blood-stained blue coat of a Union army major and collects rank insignias from his kills in addition to scalps. Wolf-Teeth usually travels with a band of six to a dozen braves.

5 FITNESS	4 AWARENESS	1 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 5, bawling 6, firearms 3, riding 5, knife fighting 4, stealth 4, tracking 5, survival 6, composure 6

GIMMICKS

infamous, intolerant (the white man)

INT : FAT : INJ

☐	☐	☐	-
☐	☐	☐	+1DIFF
☐	☐	☐	+2DIFF
☐	☐	☐	+3DIFF
☐	☐	☐	—

BILL DRUMMOND



Bill is a grizzled mountain man and a renowned Indian fighter. The Sioux respect him as a warrior and an equal, and have given him the nickname "Long Rifle," after the Kentucky long rifle he always carries. Bill knows more about Indians and the surrounding countryside than any white man for miles around. He willingly shares his knowledge with others, but has little patience with the tenderfoot, frivolous folk, or those who do not heed his advice. Bill has been hunting Wolf-Teeth for many years.



COYOTE TRAIL WILD WEST ROLEPLAYING

4 FITNESS	4 AWARENESS	3 CREATIVITY	3 REASONING	3 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

athletics 3, bawling 5, firearms 7,
riding 4, drinking 2, tracking 3,
legends 2, survival 6, western lore 4,
street cred 3, composure 6

GIMMICKS

quick, lawful, famous, hardened

INT : FAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

SURPRISE ATTACK

When the characters get their first glimpse of the gruesome spectacle, have them each make a challenging awareness-based composure task. The character with the lowest margin turns away from the scene, sickened by the sight, and sees an Indian with a knife creeping up behind him. The Indian's name is Quiet Snake. Quiet Snake is so surprised at having been spotted that he automatically loses his first reaction roll (he acts last).

Quiet Snake is actually a young Indian boy looking to make his first kill. He is also Wolf-Teeth's oldest son. This encounter is scripted to provide the gamemaster with a future antagonist and/or later opportunities for roleplaying. One shot or blow should be enough to kill Quiet Snake (treat him as an extra). Alternately, the gamemaster can allow the encounter to play out normally.

At the sound of Quiet Snake's war or death cry, Wolf-Teeth and the other Indians flee into the wilderness to regroup. As the Indians depart, Bill cusses and takes a shot at Wolf-Teeth, but hits and kills another brave in the confusion. The gamemaster may wish to allow very fast or very determined characters to get one shot off before the Indians disappear, although Wolf-Teeth should be allowed to escape alive at this time.

THE STAGECOACH

Once the Indians have gone, Bill introduces himself to the characters. As he checks on Goldstein's condition, he explains what he knows of the situation. A complex medicine task can stabilize Goldstein's wounds and allow him to fall unconscious, but it should be obvious that he is in need of serious medical care. Bill performs first aid on Goldstein, if the characters do not.

The gang has two options: they can either leave immediately and head back to town (a dangerous proposition as the road is still muddy and much of it is shrouded in absolute darkness after nightfall) or they can make camp here. If asked, Bill suggests they dig in here and wait out the night because Wolf-

Teeth and his band are likely to return. Once Goldstein has been stabilized, Bill says goodbye to the characters, tips his hat to Miss Marnie, and departs in search of Wolf-Teeth.

Whenever the characters decide to leave, Gadsden insists they drive the stagecoach back to town. If the characters balk at this, he uses several arguments to try to convince them. The most obvious reason for taking the stage is that Goldstein would never survive being transported on horseback. He also points to Miss Marnie, who is grateful to the characters for being rescued, but has been nearly overwhelmed by all the violence. Not only does she not know how to ride a horse, but everything she owns is on the stagecoach.

Gadsden is also genuinely upset over his friend Wilson's death. He points out that Wilson, Pop, and Popper deserve a decent Christian burial, and that it would be easier to transport their bodies on top of the stagecoach. If the characters still refuse to take the stagecoach, he offers them each another \$25, to change their minds.

If, after all that, the characters insist on leaving the stagecoach, Gadsden accompanies them back to town. He has no desire to stay in the wilds by himself.

HIDDEN GOLD

Driving the stagecoach along the muddy road requires a complex riding task during the day and a challenging riding task during the night. If a calamity is rolled, the stagecoach tips over, causing one to two grades of fatigue to its occupants (gamemaster's discretion). If this happens, a hidden compartment in the floor breaks open and the gold spills out into the mud.

Any character who inspects the coach thoroughly can also discover the secret compartment in the floor with a successful investigation task. What they do upon finding it is for them to decide, but may determine how events play out later.

NIGHTFALL

Whether the characters spend the night at the stagecoach or head back to town, they are attacked at dawn by Wolf-Teeth and his band.

The Indians ambush the characters just as dawn breaks. They use stealth and cover to get as close as they can before launching the attack. There are two braves for every character (including Gadsden), plus Wolf-Teeth. Each brave is armed with a spear (3INJ; +2DIFF accuracy at medium and long ranges; 15 yards), a tomahawk (same as an axe), and a knife. Half of their number, including Wolf-Teeth, also have .44 caliber rifles. The braves fight until more than half of their number have been killed before attempting to retreat.

During the initial assault, the braves fire one volley of shots and hurl spears before closing with war cries and tomahawks.



COYOTE TRAIL WILD WEST ROLEPLAYING

Wolf-Teeth does not join the melee. Instead, he waits until the battle is being fought to take a single shot at the character who killed his son. If the character survives, Wolf-Teeth again disappears into the wilds. He considers the character “bad medicine” that is best left alone for now, at least until he consults a medicine man.

Bill “Long Rifle” Drummond arrives near the end of the battle after having tracked Wolf-Teeth and his band all night. The gamemaster may wish to have him help drive off the Indians if things have gone badly for the characters during the fight. After the battle, Bill decides to accompany the characters back to town.

TYPICAL SIOUX BRAVES

3 FITNESS	3 AWARENESS	2 CREATIVITY	2 REASONING	2 INFLUENCE
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SKILLS

athletics 5, bawling 4, firearms 3, riding 4, knife fighting 3, stealth 3, tracking 3, composure 4

GIMMICKS

hardened

INT : FAT : INJ

☐	:	☐	:	☐	-
☐	:	☐	:	☐	+1DIFF
☐	:	☐	:	☐	+2DIFF
☐	:	☐	:	☐	+3DIFF
☐	:	☐	:	☐	—

COLLINS’S MISGIVINGS

Meanwhile, back in town, Captain Collins has learned of Gadsden’s departure and suspects him of trying to pull a double cross. He decides to follow Gadsden, leading his men out on the pretext of hunting Indians. They leave at dawn and eventually encounter the characters on the trail.

THE RETURN TRIP

The characters encounter Captain Collins and his troop (see Union Cavalry, at the end of this adventure) either just after dawn if they immediately headed back to town, or around midday if they decided to wait out the night. This story can go in several different directions at this point, depending on whether or not the characters find the gold hidden in the stagecoach.

IF THE CHARACTERS...

... DID NOT FIND THE GOLD

Captain Collins sends Lieutenant White and half the troop into the wilds to search for Wolf-Teeth while he and the rest of his unit escort Miss Marnie, Gadsden, and the stagecoach back to town. Long Rifle accompanies Lieutenant White in the search for the Indians while the characters are free to do as they please.

... FIND THE GOLD, BUT DO NOT TELL GADSDEN OR COLLINS

Captain Collins sends Lieutenant White and half the troop into the wilds to search for Wolf-Teeth while he and the rest of his unit escort Miss Marnie, Gadsden, and the stagecoach back to town. Long Rifle accompanies Lieutenant White in the search for the Indians while the characters are free to do as they please. If the characters secretly removed the gold from the stagecoach, Collins and Gadsden discover this as soon as they reach town. Later that night, Collins and his men attempt to kidnap one of the gang and torture him until they learn where the gold is. In this case, a sickened Gadsden may attempt to contact the other members of the gang and inform them of what is happening to their friend.

... FIND THE GOLD AND TELL GADSDEN OR CAPTAIN COLLINS

Captain Collins sends Lieutenant White and eleven men in search of Wolf-Teeth while he and the core of his unit (O’Malley, Wiggins, Cap and Lem) escort Miss Marnie, Gadsden, and the characters back to town. At midday, when they stop to rest the horses near a stream, Captain Collins and his men attack the gang. Their plan is to kill the characters, and eventually Miss Marnie, and then blame the murder and theft of the gold on Wolf-Teeth or some other Indian band.

Wiggins begins the attack by trying to gut one of the characters with his Bowie knife, possibly with surprise. The rest open fire with pistols or rifles (depending on the situation).

Gadsden is no coward, but he has no stomach for this kind of cold-blooded murder. In fact, characters who make an investigation or awareness-based composure task overhear a heated discussion between Gadsden and Collins. Gadsden argues for including the characters in on the deal while Collins is not inclined to leave any witnesses. If the characters do nothing, Gadsden stalks off into the woods right before Collins orders his men to attack. Gadsden only fights if attacked. If the gang wins the fight, he either leaves the area or tries to make peace with them by explaining the situation.

CONCLUDING THE ADVENTURE

Depending on how things turn out, this adventure can provide a springboard to several others.

If the characters kill Collins and his men, they may be subject to arrest pending an investigation. Miss Marnie is quick to corroborate their story and vouch for their innocence, but characters who resist arrest may find themselves in even more trouble. If pressed, Gadsden also testifies on the gang’s behalf although it is doubtful he reveals the extent of his involvement with Collins and the gold.



COYOTE TRAIL WILD WEST ROLEPLAYING

If the characters never learn about the gold, Gadsden gladly pays any money he owes them. After he strikes it rich, he may wish to hire them again for assorted jobs, or possibly even to protect him from Collins.

If the characters never learn about the gold, Captain Collins begins assembling his criminal organization. Lieutenant White may approach the characters later with questions about Gadsden. He notices that both Gadsden and Collins seem to have come into money at the same time and is curious as to what exactly their relationship might be. Characters may get caught up in helping White expose his captain's criminal activities or, if Collins discovers them poking around in his business, the characters may even find themselves accused of White's subsequent murder. Local criminals like Preacher and the Kilburns are also sure to take an interest in what Collins is doing, and the gang might be drawn into the power struggle that ensues.

The crate of gold holds twenty 10-pound bars. At roughly \$3200 per bar (about \$20/ounce), this makes the total value of the gold around \$64,000. Since it is probably stolen, however, Miss Marnie feels it is her duty to report the gold. If the gang returns the gold to the proper authorities, a reward of \$320 is eventually paid to each character. If the gang decides to keep the gold, the United States Government might come calling to seize the gold by force; the characters may be hounded by thieves and outlaws; or they may be furious to discover that some, if not all, of the gold bars are actually lead bars painted with a thin layer of gold and worth only \$25 each.

If Adam Goldstein is rescued, his family rewards the characters with \$50 each, plus another \$200 each in credit at any store in town. Rescuing Miss Marnie produces no monetary reward, but the characters gain many friends and admirers among the more respectable citizens, which likely leads to future jobs.

If Wolf-Teeth escapes, he eventually returns to seek revenge for the death of his son. The gang may wish to track down Wolf-Teeth and collect the reward. Otherwise, the character who killed Quiet Snake should spend quite a bit of time looking over his shoulder.

THE UNION CAVALRY

A small unit of United States Cavalry has recently arrived in Shady Gulch with the mission to protect the populace and hunt down rogue Indians such as the notorious Wolf-Teeth. There are a total of eighteen soldiers in the unit, plus a venerable camp cook named One-eyed Tom. Most of the soldiers are young, patriotic and eager to see action. The characters may have seen them setting up tents on the outskirts of the city, performing horse and rifle drills, or they may even have interacted with some of the soldiers during downtime.

With the exception of Lieutenant Jay White, all of the following Union soldiers were part of the original plot to steal the Confederate gold.

CAPTAIN REGINALD COLLINS

★

Reginald Collins is a captain in the United States Cavalry. He was born in Boston, Massachusetts and carries a distinct eastern accent. Collins can be charming when he wants to, but inside he is a hard, double-dealing man who lacks both morals and compassion. Collins began his career during the Civil War as a member of the infamous Carver's Irregulars, also known as Carver's Butchers, a unit that looted, pillaged, burned and caused all manner of death and mayhem behind Confederate lines. Collins took over command of the Irregulars near the end of the war, when Captain Dan Carver was murdered in his sleep by a "Confederate sympathizer." The sympathizer was arrested and hanged the following morning, despite his protests of innocence. After the war, Collins was reassigned to deal with the growing Indian threat. Collins has a gift for command and is the victor of several Indian engagements. His "take no prisoners" policy is a holdover from his time with the Irregulars and has produced high body counts, although very few realize just how many women and children are included among those counts.

Collins used his influence to get him and his core conspirators assigned to the area. The rest of his men are new to his command and know him only by his reputation as a Civil War hero and famous Indian fighter. Collins cannot stand his new lieutenant and the two are often at odds. Collins plans to kill him or have him killed as soon as the opportunity arises. Collins intends to use the Confederate gold to fund a variety of illicit activities in and around the region, and use his soldiers to protect his interests. He plans to set up a local crime kingpin to handle day-to-day operations, allowing him to remain a silent (and wealthy) partner. He had thought Gadsden might be the man for the job, but has begun to have doubts.

5	3	2	3	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

SKILLS

athletics 3, bawling 5, firearms 6, sword fighting 4, riding 5, drinking 3, gambling 4, business 2, western lore 4, interrogation 3, literacy 4, tracking 2, survival 4, street cred 3, intimidation 3, seduction 5, composure 4

GIMMICKS

intolerant, military rank, sadist

INT : FAT : INJ

☐	☐	☐	☐	-
☐	☐	☐	☐	+1DIFF
☐	☐	☐	☐	+2DIFF
☐	☐	☐	☐	+3DIFF
☐	☐	☐	☐	—



COYOTE TRAIL WILD WEST ROLEPLAYING

LIEUTENANT JAY WHITE ★

Lieutenant White is a young officer straight out of West Point. His father, a politician in Washington D.C., had him transferred to Collins' command, thinking his son might benefit from some hands-on experience and time in the field. White has a strong dislike for his new captain, but his training and sense of duty prevents him from being openly insubordinate. He is well-liked by most of the men.

3 FITNESS	3 AWARENESS	1 CREATIVITY	2 REASONING	3 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

bawling 4, firearms 5, riding 5, sword fighting 4, stealth 3, tracking 2, survival 3, composure 3

GIMMICKS

military rank

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

CORPORAL CHESTER WIGGINS ★

Corporal Wiggins is a lanky, hawk-faced fellow, whose eyes mark him as a dangerous man. He prefers close-up kills with his Bowie knife, but he is also proficient with firearms. Wiggins seldom speaks to anyone. When asked a question, his answers are brief to the point of being rude.

3 FITNESS	4 AWARENESS	3 CREATIVITY	2 REASONING	1 INFLUENCE
---------------------	-----------------------	------------------------	-----------------------	-----------------------

SKILLS

athletics 3, bawling 4, firearms 5, riding 6, knife fighting 5, drinking 2, stealth 6, composure 2

GIMMICKS

quick, loyal

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

SERGEANT SEAN "HARDASS" O'DOYLE ★

Hardass O'Doyle is Collins' right hand man. He is a large, red-haired man with mutton chop sideburns and a thick Irish brogue. He has a reputation for cruelty and is a stickler for regulations—more than one new soldier whose boots were not shined properly has had his foot broken by O'Doyle's iron-shod cudgel. When off duty, O'Doyle is known to get very drunk and very rowdy.

5 FITNESS	2 AWARENESS	2 CREATIVITY	1 REASONING	2 INFLUENCE
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SKILLS

bawling 6, firearms 3, riding 2, drinking 4, interrogation 6, demolitions 4, survival 2, intimidation 5, composure 6

GIMMICKS

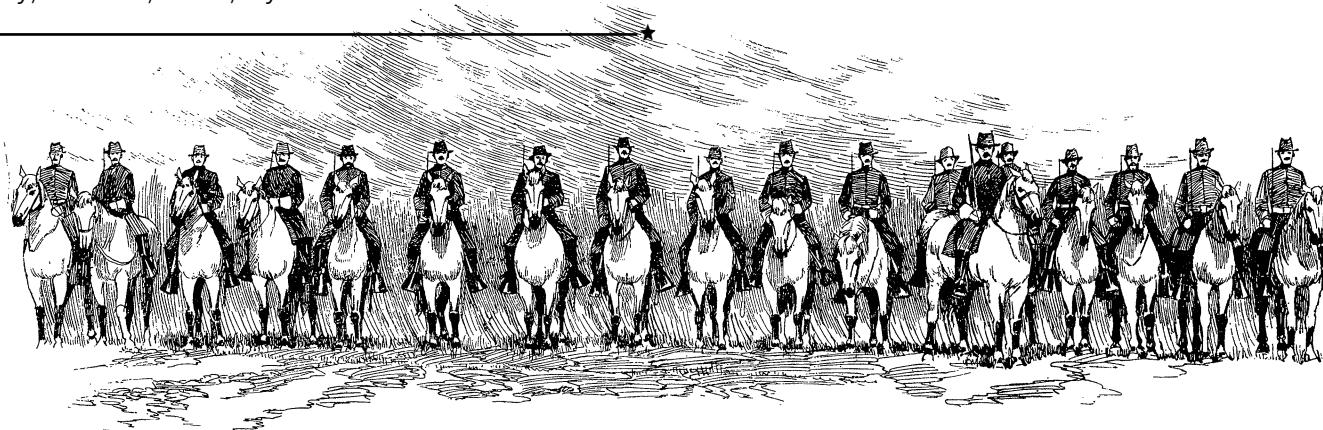
clumsy, alcoholic, sadist, loyal

INT : FAT : INJ

□	□	□	-
□	□	□	+1DIFF
□	□	□	+2DIFF
□	□	□	+3DIFF
□	□	□	—

PRIVATE CAPADOCIOUS "CAP" BLEVINS PRIVATE LEMUEL "LEM" DOUGHERTY ★

Cap and Lem are career privates with no hope or ambition to rise above their station. Because of their history with Collins, they hold some seniority over the other men and are not liked by the majority of the company. Cap and Lem obey their superiors without question although, like everyone else in the company, they both hate O'Doyle. Consider these characters to be extras.





BASIC TASK REFERENCE

FIGHTING TASKS ★

knife attacks knives, small bladed weapons	fitness + knife fighting
sword attacks swords, large bladed weapons	fitness + sword fighting
brawling attacks punching, kicking, and grappling	fitness + brawling
firearms attacks pistols, rifles, and shotguns	fitness + firearms
archery attacks bows and arrows	fitness + archery
roping attacks lassos (snaring) and whips	fitness + roping
other armed attacks axes, hammers, thrown items, etc.	fitness + athletics
trampling attacks attacking with horses	fitness + riding
armed defense block or parry attacks with blunt objects, such as canes	fitness + brawling
brawling defense block or parry punches and kicks	fitness + brawling
sword defense block or parry sword attacks	fitness + sword fighting
other armed defense block or parry with axes, picks, hammers, etc.	fitness + athletics
dodging and evasion evade and dodge attacks	fitness + athletics
escaping break free from and avoid grappling attacks	fitness + athletics

FIGHTING DAMAGE ★

brawling	1FAT
rock/bottle	2FAT
revolver	2INJ
rifle/derringer	4INJ
shotgun	5INJ
club	1FAT
knife	1INJ
sword	3INJ
axe/pick	3INJ
hammer	3FAT
arrows	1INJ
whips	1INJ

CHASE TASKS ★

outrunning knives, small bladed weapons	fitness + riding
avoiding evading weapons fire or obstacles	fitness + riding
mounted knife attacks knives, small bladed weapons	fitness + knife fighting
mounted sword attacks swords, large bladed weapons	fitness + sword fighting
mounted thrown attacks rocks, knives, etc.	fitness + athletics
mounted brawling attacks punching, kicking, and grappling	fitness + brawling
mounted firearms attacks pistols, rifles, and shotguns	fitness + firearms
mounted roping attacks lassos and whips	fitness + roping
other mounted armed attacks axes, picks, hammers, etc.	fitness + athletics
trampling attacks attacking with horses	fitness + riding
mounted armed defense block or parry attacks with blunt objects, such as canes	fitness + brawling
mounted brawling defense block or parry punches and kicks	fitness + brawling
mounted sword defense block or parry sword attacks	fitness + sword fighting
other mounted armed defense block or parry with axes, picks, hammers, etc.	fitness + athletics

CHASE DAMAGE ★

horse kicks	3FAT
horse trampling	4FAT
wagon ramming	1STR x frame rating

ARMOR VALUES ★

extremely heavy/rugged clothing	1
iron plate	3
cover behind another character	2
cover behind a wagon	2
cover behind a wooden wall	3
cover behind a stone wall	5





ADV. TASK REFERENCE PART I

DIFFICULTIES ★

RATING	DESCRIPTION	RANGE
-2 to -1	trivial	point blank
0 to 1	routine	short
2 to 3	complex	-
4 to 5	challenging	medium
6 to 7	impossible	long

It is possible for difficulty ratings to go lower than -2 or higher than 7.

COMPOSURE DIFFICULTIES ★

witnessing gore	complex (2) or higher
resisting a gimmick	challenging (4)
psychological abuse	complex (2) or higher
pain and torture	+1DIFF per grade of injury

FIGHTING REACTION MODIFIERS ★

wearing 'heavy armor'	-1
knocked down	-2
surprised	-2
carrying heavy/bulky items	-1 or -2
numbed/stressed/sprained	-1 each
fuddled/strained/wounded	-2 each
inebriated/exhausted/maimed	-3 each

CHASE REACTION MODIFIERS ★

surprised	-2
character is numbed/stressed/sprained	-1 each
character is fuddled/strained/wounded	-2 each
character is inebriated/exhausted/maimed	-3 each
horse is strained/wounded	-1 each
horse is exhausted/maimed	-2 each
horse is strained/wounded	-3 each
wagon is impaired/laden	-1 each
wagon is breached/weighted	-2 each
wagon is compromised/burdened	-3 each

FIGHTING ENVIRONMENTAL MODIFIERS ★

moving target	+2DIFF
partial cover	+2DIFF
partial light	+2DIFF
quickdraw	+2DIFF
second weapon	+2DIFF each
second attack	+1DIFF each
second target	+2DIFF each
called strike	+2DIFF
mounted attack (walking/running)	+1DIFF / +3DIFF
intoxicated	+1DIFF to +3DIFF*
fatigued/injured	+1DIFF to +3DIFF

* each +1DIFF cancels out a +1DIFF from injury.

CHASE ENVIRONMENTAL MODIFIERS ★

moving target	see speed modifiers, below
called strike	+2DIFF
obscured areas	+2DIFF
confined areas	+1DIFF to +3DIFF
fatigued/injured	+1DIFF to +3DIFF
damaged/encumbered	+1DIFF to +3DIFF

CHASE SPEED MODIFIERS ★

TARGET'S SPEED RATING	ATTACKER'S DIFFICULTY MODIFIER
0	-1DIFF
1	—
2	—
3	—
4	+1DIFF
5	+2DIFF





ADV. TASK REFERENCE PART 2

WEAPONS TABLE ★

WEAPON	ACCURACY	DAMAGE	RANGE	AMMO
derringer	-	4INJ	8 yds	1 or 2
.28/.31 caliber revolver	-	2INJ	50 yds	5 or 6
.36 caliber revolver	-	3INJ	60 yds	5 or 6
.44 caliber revolver	-	4INJ	75 yds	6
.45 caliber revolver	-	5INJ	75 yds	6
.44 caliber rifle	-	5INJ	150+ yds	1 or 15
.45/.50 caliber rifle	-	6INJ	150+ yds	1, 9, or 12
shotgun	-1DIFF*	5/4INJ**	100 yds	1,2, or 5
sawed-off shotgun	-2DIFF*	5/4INJ**	40 yds	1,2, or 5
rock/bottle/club	-	2FAT	8 yds	-
knife	-	1INJ	8 yds	-
sword	-	3INJ	-	-
axe	-	3INJ	-	-
tomahawk	-	3INJ	-	-
spear	+2DIFF***	3INJ	20 yds	-
garrotte/rope	-	1INJ†	-	-
poison	-	1-4INJ/turn	-	-
arrow	+2DIFF***	1-2INJ	20 yds	-
horse trampling	-	3INJ	-	-

* point blank, short, and medium ranges only

** point blank and short / medium and long

*** medium and long ranges only

**** short, medium, and long ranges only

† plus asphyxiation

FIGHTING DAMAGE MODIFIERS ★

attacker's fitness is 4 or greater	+1 for brawling & melee
prostrated task	+1FAT/INJ for brawling & melee
triumph	+1, +2, or doubled

CHASE DAMAGE MODIFIERS ★

horse's fitness is 4 or greater	+1 for trampling/kicking
prostrated task by horse	+1FAT/INJ for trampling/kicking
triumph	+1, +2, or doubled

ARMOR VALUES ★

ARMOR	RATING	PROTECTION	COVERAGE
extremely heavy/ rugged clothing	1	FAT	all but head and hands
iron plate	3	INJ	chest/abdomen
cover behind character	2	FAT/INJ	all*
cover behind wagon**	2	FAT/INJ	all*
cover behind wooden wall	3	FAT/INJ	all*
cover behind stone wall	5	FAT/INJ	all*

* excludes head or any other part of body not completely covered

** or use the wagon's cover rating

INTOXICATION, FATIGUE, AND INJURY PENALTIES ★

GRADE	INTOXICATION	FATIGUE	INJURY	DIFFICULTY
1	dizzied	dazed	bruised	-
2	numbed	stressed	sprained	+1DIFF
3	fuddled	strained	wounded	+2DIFF
4	inebriated	exhausted	maimed	+3DIFF
5	unconscious	unconscious	incapacitated	—

STRUCTURAL DAMAGE AND ENCUMBRANCE PENALTIES ★

GRADE	STRUCTURAL DAMAGE	ENCUMBRANCE
1	dented	loaded
2	impaired	laden
3	breached	weighted
4	compromised	burdened
5	wrecked	immovable





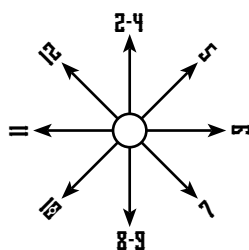
SUPPLEMENTAL REFERENCE

EXPLOSIVES DAMAGE ★

dynamite (1 stick = ½lb)	3INJ
tnt (1 stick = ½lb)	2INJ
gunpowder (1 bag= ¼lb)	4FAT
gunpowder (1 canister = ½lb)	1INJ

EXPLOSIVES/THROWN ITEMS SCATTER DIAGRAM ★

Explosives may also be thrown. Upon failing such a task (athletics is used for throwing), roll two dice and consult the diagram at right to determine the direction in which it scatters. Then roll one die and multiply the result by the task's difficulty value to determine how many feet the object travels in that direction.



IMPROVEMENT ★

raise an ability by one level	20 points
raise a skill by one level (ability: 1-2)	10 points
raise a skill by one level (ability: 3-5)	5 points
gain a new skill (ability: 1-2)	10 points
gain a new skill (ability: 3-5)	5 points
tame a wild horse	20 points
train a horse	10 points

EXTENDED DIFFICULTIES ★

RATING	DESCRIPTION	OBTAINING/NEGOTIATING (COMMODITIES/COMMERCE)	INFLUENCE/STREET-CRED	KNOWLEDGE
-2 to -1	trivial	everyday items	slave/low-life addict	ingrained information
0 to 1	routine	common items/general stores	timid/weak-willed	common information
2 to 3	complex	perishables/specialized stores	easy-going/respectful	available information
4 to 5	challenging	special orders/catalog stores	resolute/vigilant	specialized information
6 to 7	impossible	valuables (gems/jewelry)/private sales	paranoid/elitist	rare and valuable information

EXTENDED WEAPON RANGES ★

WEAPON	POINT BLANK (DIFF -2)		SHORT (DIFF 0)		MEDIUM (DIFF 4)		LONG (DIFF 6)	
	VALUE	ACCURACY	VALUE	ACCURACY	VALUE	ACCURACY	VALUE	ACCURACY
derringer	-	-	2 yds	-	4 yds	-	8 yds	-
.28/.31 revolver	-	-	12 yds	-	25 yds	-	50 yds	-
.36 revolver	-	-	15 yds	-	30 yds	-	60 yds	-
.44 revolver	-	-	18 yds	-	37 yds	-	75 yds	-
.45 revolver	-	-	18 yds	-	37 yds	-	75 yds	-
.44 rifle	-	-	37 yds	-	75 yds	-	150+ yds	-
.45/.50 rifle	-	-	37 yds	-	75 yds	-	150+ yds	-
shotgun	-1DIFF	-	25 yds	-1DIFF	50 yds	-1DIFF	100 yds	-
sawed-off shotgun	-2DIFF	-	10 yds	-2DIFF	20 yds	-2DIFF	40 yds	-
spear	-	-	5 yds	+2DIFF	10 yds	+2DIFF	20 yds	+2DIFF
arrow	-	-	5 yds	-	10 yds	+2DIFF	20 yds	+2DIFF
small, thrown items	-	-	2 yds	-	4 yds	-	8 yds	-





WESTERN JARGON

ace in the hole: a gun hidden on one's person
among the willows: avoiding the law
back trail: a recently covered trail
bar dog: a bartender
batch: a man who keeps house without a wife
belly up: dead
big house: the home of a ranch owner or cow boss
blind trail: a trail with few markings
broke: a horse that has been tamed
bronc breaker: a cowboy that breaks (tames) wild horses
bug juice: whiskey or other alcoholic beverage
bushwhack: to ambush or shoot someone in the back
cat wagon: a wagon carrying prostitutes
chuck wagon: a wagon used for food storage and preparation
cold trail: an old trail which cannot be followed
cookie duster: mustache
cow boss: the foreman of a ranch
cow poke: cowboy
cow puncher: cowboy
dogfight: a fist fight
drive: to move cattle from one place to another
dude: an individual from the East coast or wearing East coast-style clothing
duffer: someone who is useless
fag: to get out of an area quickly
freak: a worker who complains or is unwilling to perform his duties
granger: a farmer
greenhorn: an inexperienced individual, especially one who is easily deceived
grit: bravery or composure
gunny: a hired killer or thug
gunsel: a person with limited knowledge of livestock and cowboy ways
gunshy: cowardly
hole up: to remain indoors during poor weather
hoosegow: a jail
horning in: intruding on one's territory or meddling in one's affairs

jigger boss: second in command to the cow boss, often ropes the cowboy's horses for the day
john henry: a cowboy's signature
lawdog: a sheriff
lead chucker: a pistol
long rider: an outlaw
lunger: a person who suffers from tuberculosis
manstopper: a gun
mess wagon: see chuck wagon
old timer: an old person or someone who has lived in a single place for a long time
on the dodge: running from the law
on the drift: looking for a job
on the prod: looking for trouble
out coyote: to outsmart someone
picking daisies: being thrown from a horse
pistol whip: to beat someone with the barrel of a gun
plant: to bury someone
powder burning contest: a gunfight
put on the feed bag: to eat
redeye: whiskey
roostered: intoxicated
rosin jaw: hired help who does mechanical, irrigating, and feeding chores
rustler: a horse or cattle thief
saddle gun: a rifle
scattergun: a shotgun
shading: resting, often out of the sun
six gun: a revolver
six shooter: a revolver
tenderfoot: an inexperienced individual, especially one who is unfamiliar with outdoor life
unshucked: naked
unshucked gun: a pistol which is out of its holster
wire: a telegraph message or the act of sending a telegraph message



COYOTE TRAIL WILD WEST ROLEPLAYING

				
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

NAME

VOCATION

HEALTH ★

INTOXICATION

- ☐ DIZZIED
- ☐ NUMBED
- ☐ FUUDDLED
- ☐ INEBRIATED
- ☐ UNCONSCIOUS

FATIGUE

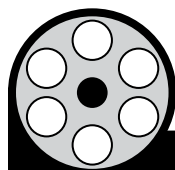
- ☐ DAZED
- ☐ STRESSED
- ☐ STRAINED
- ☐ EXHAUSTED
- ☐ UNCONSCIOUS

INJURY

- ☐ BRUISED -
- ☐ SPRAINED +1DIFF
- ☐ WOUNDED +2DIFF
- ☐ MAIMED +3DIFF
- ☐ INCAPACITATED -

GIMMICKS / CLICHES ★

GEAR ★



ACCURACY

DAMAGE

RANGE



ACCURACY

DAMAGE

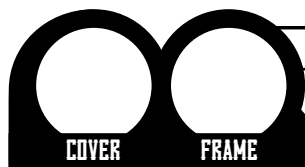
RANGE



ACCURACY

DAMAGE

RANGE



WAGON ★

COVER

FRAME

STRUCTURAL DAMAGE

- ☐ DENTED
- ☐ IMPAIRED
- ☐ STRAINED
- ☐ COMPROMISED
- ☐ WRECKED

ENCUMBRANCE

- ☐ LOADED
- ☐ LADEN
- ☐ WEIGHTED
- ☐ BURDENED
- ☐ IMMOVABLE

GIMMICKS ★

SKILLS ★

BIOGRAPHY  **NOTES** ★

HORSES, CARGO, AND OTHER PACKED GEAR ★

Fitness	Awareness	Creativity	Reasoning
			Influence

Intoxication	Fatigue	Injury
☐ Dizzied ☐ Numbd ☐ Fuddled ☐ Inebriated ☐ Unconscious	☐ Dazed ☐ Stressed ☐ Strained ☐ Exhausted ☐ Unconscious	☐ Bruised ☐ Sprained ☐ Wounded ☐ Maimed ☐ Incapacitated

Skills

★

Gimmicks and Gear

★



Fitness	Awareness	Creativity	Reasoning
			Influence

Intoxication	Fatigue	Injury
☐ Dizzied ☐ Numbd ☐ Fuddled ☐ Inebriated ☐ Unconscious	☐ Dazed ☐ Stressed ☐ Strained ☐ Exhausted ☐ Unconscious	☐ Bruised ☐ Sprained ☐ Wounded ☐ Maimed ☐ Incapacitated

Skills

★

Gimmicks and Gear

★



Fitness	Awareness	Creativity	Reasoning
			Influence

Intoxication	Fatigue	Injury
☐ Dizzied ☐ Numbd ☐ Fuddled ☐ Inebriated ☐ Unconscious	☐ Dazed ☐ Stressed ☐ Strained ☐ Exhausted ☐ Unconscious	☐ Bruised ☐ Sprained ☐ Wounded ☐ Maimed ☐ Incapacitated

Skills

★

Gimmicks and Gear

★



FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-

FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-

FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-

FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-



FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-



FITNESS

AWARENESS

GIMMICKS

★

FATIGUE

IN JURY

★

☐ DAZED

☐ STRESSED

☐ STRAINED

☐ EXHAUSTED

☐ UNCONSCIOUS

☐ BRUISED

☐ SPRAINED

☐ WOUNDED

☐ MAIMED

☐ INCAPACITATED

-

+1DIFF

+2DIFF

+3DIFF

-



WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-

WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-

WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-

WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-

WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-

WILD WEST ADVENTURES

CIMMICKS AND HORSES ★

COVER

FRAME

STRUCTURAL DAMAGE ENCUMBRANCE ★

☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	+1DIFE
☐ BREACHED	☐ WEIGHTED	+2DIFE
☐ COMPROMISED	☐ BURDENEED	+3DIFE
☐ WRECHED	☐ IMMOVABLE	-



WOODSMAN COWBOY

You've lived your whole life in the wilds of the West. You know what plants are edible and how to find safe drinking water. Your talents are now used to drive your boss' cattle to the slaughterhouse.

3	3	1	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
firearms 4	riding 5
roping 5	tracking 6
western lore 4	survival 6
composure 3	

GIMMICKS AND GEAR	★
loyal	hardened
internal compass	enemies (rival ranchers)



IMMIGRANT GAMBLER

You recently moved to the West from overseas. Finding work has been difficult since you lack any practical skills for this environment. You utilize your only useful skill—winning at poker.

2	3	1	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
finesse 5	gambling 7
drinking 4	performance 5
negotiation 3	street cred 5
firearms 2	

GIMMICKS AND GEAR	★
gambling addict	discrimination
cowardly	



SOCIALITE GAMBLER

Your family has the money and they're willing to share it with you. But it's not money that drives you. It's the power to win it from other people. Poker lets you do just that; it also makes you both popular and despised.

2	3	1	2	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
finesse 4	gambling 6
drinking 5	performance 5
negotiation 5	street cred 2
literacy 3	

GIMMICKS AND GEAR	★
gambling addict	lecherous
enemies (cheated gamblers)	proud
wealth	famous



FOREIGN HOMESTEADER

You moved to America with the hope of starting fresh with your family. Cities in the East were too crowded for your taste, however, and so your family packed up and now endure the wilds of the West by yourselves.

2	2	1	3	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 3	firearms 4
riding 4	tracking 5
carpentry 5	general knowledge 5
survival 4	

GIMMICKS AND GEAR	★
compassionate	jack of all trades



FOREIGN BUSINESSMAN

You've jumped from city to city and country to country all your life, setting up franchises for your business. You discovered the potential profits in the West and have moved here to establish yet another venture.

2	2	1	3	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
literacy 2	business 6
commodities 6	general knowledge 3
commerce 5	street cred 3

GIMMICKS AND GEAR	★
greedy wealth	hardened



SOCIALITE BUSINESSMAN

When your father wanted to expand the business, you jumped at the chance to manage your own branch. The atmosphere isn't exactly what you expected—it's mostly dusty and noisy. Not the best location.

2	1	1	3	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
literacy 4	business 6
commodities 4	general knowledge 6
commerce 5	street cred 5
seduction 2	

GIMMICKS AND GEAR	★
greedy intolerant	alluring



PIOUS BLACKSMITH

You serve the town by providing horseshoes and wagon parts, and performing repairs. You take whatever profits are made for food and shelter. The rest is gladly handed over to the local Church.

2	1	3	3	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
crafts 4	design 6
blacksmithing 7	commodities 4
locksmithing 5	animal handling 2

GIMMICKS AND GEAR	★
pious	dextrous

NATIVE LAWMAN

There is no place for you now, so you have returned to what was your tribe's land. A bustling town sprang up practically over night. The crime was out of hand, so you decided to protect what is left of your heritage.

3	3	2	1	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
brawling 5	firearms 6
riding 4	interrogation 5
investigation 2	tracking 4
intimidation 2	composure 5

GIMMICKS AND GEAR	★
discrimination	superstitious
alcoholic	

PIOUS LAWMAN

You grew up faithful among the faithless, but have always overlooked their wicked ways. When your town was beseeched by outlaws, you could stand no more and vowed to defend the town as its sheriff.

3	3	1	1	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
brawling 4	firearms 5
riding 3	investigation 2
tracking 2	western lore 5
intimidation 4	composure 5

GIMMICKS AND GEAR	★
pious	lawful
tolerant	



ORPHANED DRIFTER

You move from town to town, with little concept of family or friendship. You do what is necessary to survive, and take odd jobs to pay for lodging and food.

3	2	3	1	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIE
☐ FUDGLED	☐ STRAINED	☐ WOUNDED	+2DIE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 2	brawling 4
firearms 4	riding 2
knife fighting 4	streetwise 4
survival 5	composure 5

GIMMICKS AND GEAR	★
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TENDERFOOT PERFORMER

You've always wanted to travel, and so you decided to join a troupe that was heading west. Once you arrived in the West, you realized that you prefer the comforts of the East. Still, the show must go on.

1	1	3	2	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIE
☐ FUDGLED	☐ STRAINED	☐ WOUNDED	+2DIE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
disguise 4	literacy 6
music 2	general knowledge 4
performance 6	seduction 4

GIMMICKS AND GEAR	★
tenderfoot	



WOODSMAN PROSPECTOR

Your father always told you that the hills in back of the homestead was filled with gold. You made it your life's work to find that gold. You were about to give up, but finally made the discovery of a lifetime.

2	2	2	3	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIE
☐ FUDGLED	☐ STRAINED	☐ WOUNDED	+2DIE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 4	firearms 2
commodities 5	survival 5
western lore 4	animal handling 2
investigation 3	

GIMMICKS AND GEAR	★
hardened	internal compass



SLAVE SOLDIER

You were freed from the bonds of slavery after you fought for the Union during the civil war. Because of your courage, you were even promoted to officer rank. You are now stationed at a fort in the West.

3	3	2	1	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY		★
☐ DIZZIED	☐ DAZED	☐ BRUISED		-
☐ NUMBED	☐ STRESSED	☐ SPRAINED		+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED		+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED		+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED		-

SKILLS	★
athletics 3	brawling 5
firearms 5	general knowledge 2
survival 5	composure 5
finesse 5	

GIMMICKS AND GEAR	★
military rank	quick

TENDERFOOT WRITER

You are a great biographer, or so you claim often enough. You were infatuated with the west after reading romantic tales of courage. You moved to the West to find interesting new subjects for your writings.

1	2	3	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY		★
☐ DIZZIED	☐ DAZED	☐ BRUISED		-
☐ NUMBED	☐ STRESSED	☐ SPRAINED		+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED		+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED		+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED		-

SKILLS	★
design 3	literacy 6
academics 4	general knowledge 5
legends 4	investigation 3
commerce 2	

GIMMICKS AND GEAR	★
tenderfoot	famous

ORPHANED OUTLAW

No one ever loved you. No one ever even liked you. And now is your chance to get even. You rob from the rich and give to yourself. No mark is off limits. Your vengeance upon humanity itself is your only salvation.

4	2	1	1	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY		★
☐ DIZZIED	☐ DAZED	☐ BRUISED		-
☐ NUMBED	☐ STRESSED	☐ SPRAINED		+1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED		+2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED		+3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED		-

SKILLS	★
athletics 2	brawling 5
firearms 6	riding 4
stealth 4	drinking 3
intimidation 4	composure 5

GIMMICKS AND GEAR	★
criminal infamous	sadist



FOREIGN MADAM

After your husband was killed in war, you left for the West to get away from everything that reminded you of him. Unable to find work, you became a prostitute in a local saloon. Now you oversee the business.

1	2	2	2	4
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
literacy 3	business 5
general knowledge 3	commerce 4
street cred 6	seduction 4

GIMMICKS AND GEAR	★
greedy	alluring
discrimination	



TROUBLED DOCTOR

During the war, you saved countless lives, but all you can remember are the ones that didn't make it. You drown those faces in whiskey and opium, while carrying on your duties in town.

2	2	1	4	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
investigation 4	literacy 6
academics 5	general knowledge 3
medicine 7	drinking 2
composure 4	

GIMMICKS AND GEAR	★
alcoholic	opium addict
lecherous	



WOODSMAN HUNTER

You love the wilds of the West. You live in them and put your finely-honed skills to work by hunting in them. You sell your catches in town, and put the money towards supplies and fine clothes.

3	3	1	1	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
firearms 5	stealth 4
tracking 6	survival 6
commerce 3	composure 6

GIMMICKS AND GEAR	★
hardened	internal compass
peripheral vision	proud



ARAPAHO PEACE CHIEF

You were one of several chiefs who signed a treaty in Washington. Most of your tribe has agreed to the peace you have made. You know that to fight them is to die, but others better listen before the plains run red with blood.

2	2	1	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
archery 3	athletics 3
brawling 3	ceremony 3
composure 3	firearms 2
knife fighting 2	legends 2
negotiation 5	riding 4

GIMMICKS AND GEAR	★
tribal authority	
multilingual (English, Indian dialect)	



BLACKFEET MEDICINE MAN

The white men have come down the river to trap furs. With them comes alcohol, disease, and a greed such as never been seen before. It is your duty to keep the young men and women of the tribe from being corrupted by their strange new ways.

1	2	3	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
archery 2	athletics 2
ceremony 1	composure 2
general knowledge 3	intimidation 3
knife fighting 2	legends 4
negotiation 3	performance 3
riding 2	

GIMMICKS AND GEAR	★
spiritual guidance	
tribal distinction	



CHEYENNE DOG SOLDIER

You will not make peace or be confined to a reservation. You will not grovel for scraps at the feet of the white man. Let the soldiers come. You stand behind Tall Bull and Roman Nose. Should they fall, you are prepared to lead others in their place.

3	2	1	2	3
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 4	brawling 3
ceremony 1	composure 2
firearms 4	intimidation 1
knife fighting 3	riding 4
stealth 3	survival 2
tracking 3	

GIMMICKS AND GEAR	★
hardened	
proud	intolerant



COMANCHE WARRIOR

The thrill of the buffalo hunt is all you have ever known, and all you care to know. The Texans now say that you cannot hunt on their lands—you must stay behind an invisible line. Soon, the Texans will learn to fear the sight of the Comanche Moon.

5	2	1	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
archery 3	athletics 3
brawling 1	ceremony 2
composure 2	firearms 4
intimidation 1	knife fighting 3
riding 5	stealth 2
survival 2	tracking 2

GIMMICKS AND GEAR	★
natural rider	thrill-seeker



CROW WARRIOR WOMAN

One day, a Sioux war party attacked the camp while most of the men were out hunting. You put an arrow through an enemy's throat and helped drive off the rest. No one dares tell you not to hunt or hide in the lodge when danger threatens.

1	3	2	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
archery 4	athletics 3
brawling 2	ceremony 3
commodities 3	composure 2
design 3	firearms 1
knife fighting 1	legends 1
riding 3	stealth 4

GIMMICKS AND GEAR	★
tribal distinction	



PAWNEE SCOUT

Your tribe was relocated to a reservation. You were trained to be a warrior, but ended up being a farmer. Then the soldiers came asking for volunteers to help track down your hated enemies, the Sioux. You gladly left the reservation, weapons in hand.

3	2	1	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	+1DIFE
☐ FUDDED	☐ STRAINED	☐ WOUNDED	+2DIFE
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	+3DIFE
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 4	brawling 3
ceremony 1	composure 2
firearms 2	knife fighting 4
legends 1	riding 3
stealth 3	survival 1
tracking 4	western lore 1

GIMMICKS AND GEAR	★
discrimination	internal compass
multilingual (English, Indian dialect)	
woodscraft	



SIoux WAR CHIEF

You are the victor of many battles against the Blackfeet, Pawnee, and Crow. Despite all the handshakes and treaties with the white man, soldiers have built forts and roads through Sioux lands. The time for a new war has come.

3	2	1	2	2
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
archery 2	athletics 3
brawling 3	ceremony 2
composure 2	firearms 1
intimidation 3	knife fighting 3
legends 1	negotiation 1
riding 4	stealth 1
survival 1	tracking 2

GIMMICKS AND GEAR	★
proud	tribal authority
multilingual (English, Indian dialect)	



APACHE WARRIOR

Mexicans killed your wife and the white men took your land. You retreated to the mountains rather than live on a reservation. Your band raided a nearby homestead, and now the white man calls you a renegade.

3	3	1	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 3	brawling 3
ceremony 1	commodities 2
composure 2	firearms 3
intimidation 2	knife fighting 3
riding 1	stealth 4
survival 4	tracking 2

GIMMICKS AND GEAR	★
sure-footed	woodcraft
enemies	proud



APACHE SCOUT

You lost your family to the white man and grew weary of the fighting. You settled on a reservation and even married. Renegades threaten your peace, and soldiers ask you to track them in return for land. Perhaps you can convince the renegades to surrender.

3	3	1	2	1
FITNESS	AWARENESS	CREATIVITY	REASONING	INFLUENCE

INTOXICATION	FATIGUE	INJURY	★
☐ DIZZIED	☐ DAZED	☐ BRUISED	-
☐ NUMBED	☐ STRESSED	☐ SPRAINED	•1DIEF
☐ FUDDLED	☐ STRAINED	☐ WOUNDED	•2DIEF
☐ INEBRIATED	☐ EXHAUSTED	☐ MAIMED	•3DIEF
☐ UNCONSCIOUS	☐ UNCONSCIOUS	☐ INCAPACITATED	-

SKILLS	★
athletics 3	brawling 3
ceremony 2	commodities 2
composure 2	firearms 3
knife fighting 3	riding 1
stealth 4	survival 3
tracking 3	western lore 1

GIMMICKS AND GEAR	★
discrimination	internal compass
tribal outcast	woodcraft
multilingual (English, Indian dialect)	



COYOTE TRAIL.
WILD WEST ADVENTURES

RIDING HORSE

These generic domesticated horses are common throughout the west, and are usually found tied up beside saloons.

4	2	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			

COYOTE TRAIL.
WILD WEST ADVENTURES

MUSTANG

These wild horses are native to the West and are extremely fast.

4	2	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			



COYOTE TRAIL.
WILD WEST ADVENTURES

DRAUGHT HORSE

These powerful domesticated horses are used to pull wagons transporting cargo as well as ploughs.

4	2	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			

COYOTE TRAIL.
WILD WEST ADVENTURES

OX

This beast of burden is extremely tough and is used for pulling small carts and ploughs. Riding it serves no purpose as it is too slow to actually get anywhere.

3	1	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			



COYOTE TRAIL.
WILD WEST ADVENTURES

HARNESS HORSE

These tough domesticated horses make excellent riding horses, but are often reserved for pulling wagons.

4	2	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			

COYOTE TRAIL.
WILD WEST ADVENTURES

DONKEY

This small beast of burden is agile and faster than oxen. While it can be ridden, it makes a better pack animal.

3	2	CIMMICKS	
FITNESS	AWARENESS		

FATIGUE		INJURY		★
☐ DAZED	☐ BRUISED	☐ +1DIFE	-	
☐ STRESSED	☐ SPRAINED	☐ +2DIFE	-	
☐ STRAINED	☐ WOUNDED	☐ +3DIFE	-	
☐ EXHAUSTED	☐ MAIMED			
☐ UNCONSCIOUS	☐ INCAPACITATED			



BUGGY

This small, open wagon is designed to transport up to two people (a driver and passenger). It is typically pulled by one horse, although two may also be used.

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-

CART

This small wagon is commonly pulled by an ox or donkey, and is strictly for cargo.

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-



COACH

This common wagon is used to transport up to four people (a driver and passenger in the front, and two passengers in the actual coach).

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-

OPEN WAGON

This common wagon is designed to carry cargo, although up to ten people can be transported (a driver and passenger in front, and about eight in the back).

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-



STAGE COACH

This large wagon is designed to transport up to six people (one driver and passenger up front, and four passengers in the actual coach) and plenty of cargo.

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-

COVERED WAGON

This is similar to an open wagon, except that it utilizes an extended frame and bonnet, keeping the cargo protected from the elements.

		GIMMICKS AND HORSES	★
extended cargo capacity			

STRUCTURAL DAMAGE	ENCUMBRANCE	★
☐ DENTED	☐ LOADED	-
☐ IMPAIRED	☐ LADEN	•1DIFF
☐ BREACHED	☐ WEIGHTED	•2DIFF
☐ COMPROMISED	☐ BURDENED	•3DIFF
☐ WRECKED	☐ IMMOVABLE	-



DISPOSABLETM HEROES

PAPER MINIS



WWW.PIGAMES.NET

REQUIREMENTS

- Scissors or sharp hobby knife
- White glue, glue stick, or tape
- Straight-edge if using hobby knife
- Cutting board if using hobby knife
- Spacious work surface
- Free time

INSTRUCTIONS

1. Print the desired pages. The color minis work best on color printers, or black and white printers which are capable of 600dpi minimum (1200dpi recommended). Black and white minis are recommended for black and white inkjets and all laser printers.
2. Cut out the desired miniatures along the solid lines.
3. Fold the miniatures along the shaded lines.
4. Glue or tape the bottom tabs together to form a tent-like shape. Be careful not to use too much glue, as this may warp the paper.

GUIDELINES

1. PAPER
For best results, use 65 to 67lb cover stock. If your printer supports heavier paper, go with 90lb. You will most likely need to use your printer's manual feed in order to accommodate 65lb and heavier stock. 20 to 24lb paper will suffice, but will not be as rugged.
2. PRINTING
You may print as many copies as required, provided it is for personal use. Duplication of the original PDF file is prohibited except for the purpose of backing up your data.
- 4 ASSISTANCE
If you run into problems or would like to provide feedback, please contact INFO@PIGAMES.NET or visit the forums on the pigames.net web site.

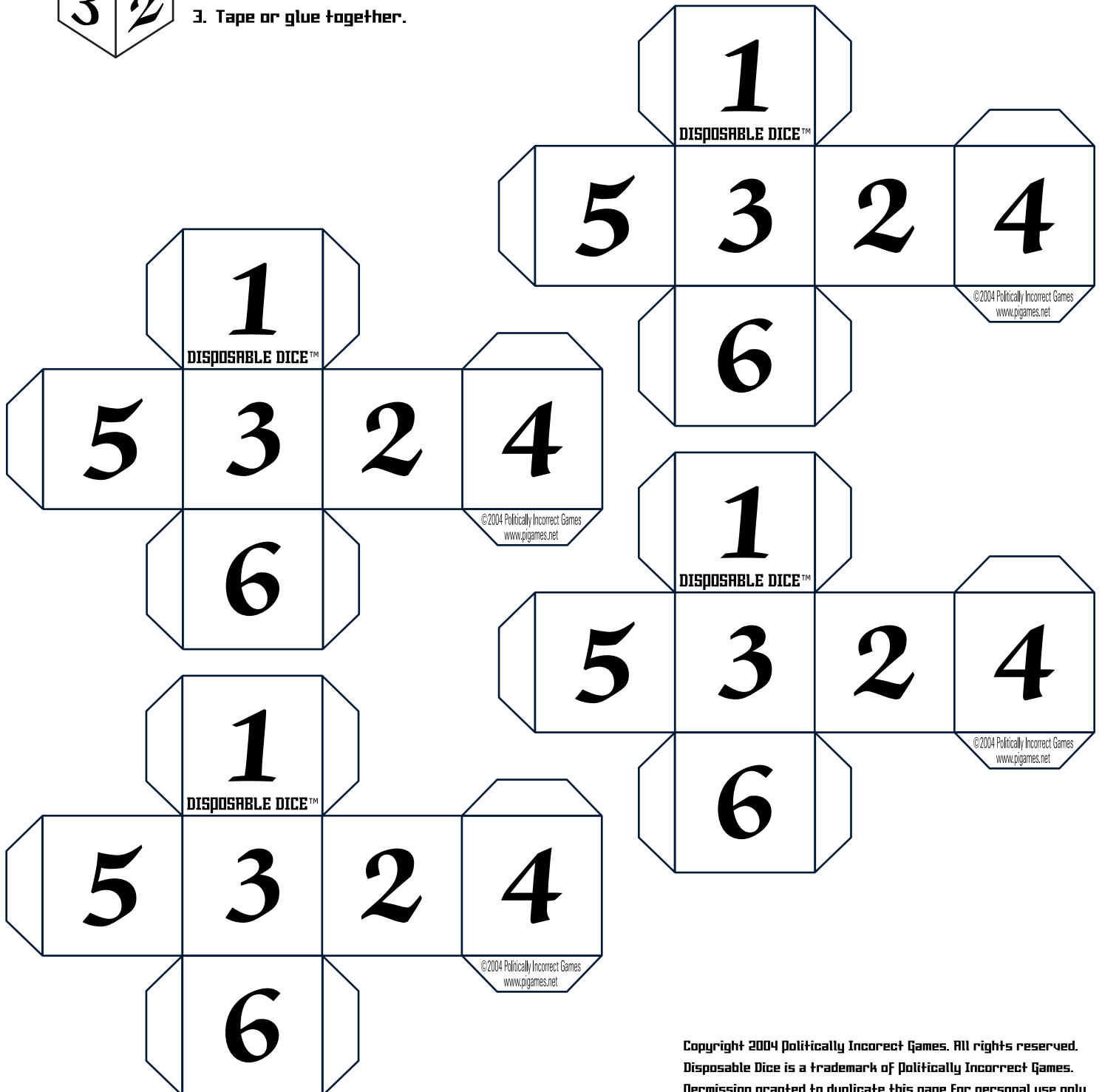
DISPOSABLE HEROES PART 1 AND 2 www.pgames.net 		#0127 ©2003-2005 Politically Incorrect Games
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DISPOSABLE HEROES PARTIAL ANSWER www.pggames.net 	#0127 
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DISPOSABLE DICE™



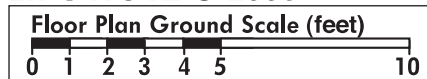
1. Cut along the outer edges.
2. Fold each square area and tab.
3. Tape or glue together.



WHITEWASH CITY: THE EAGLE SALOON

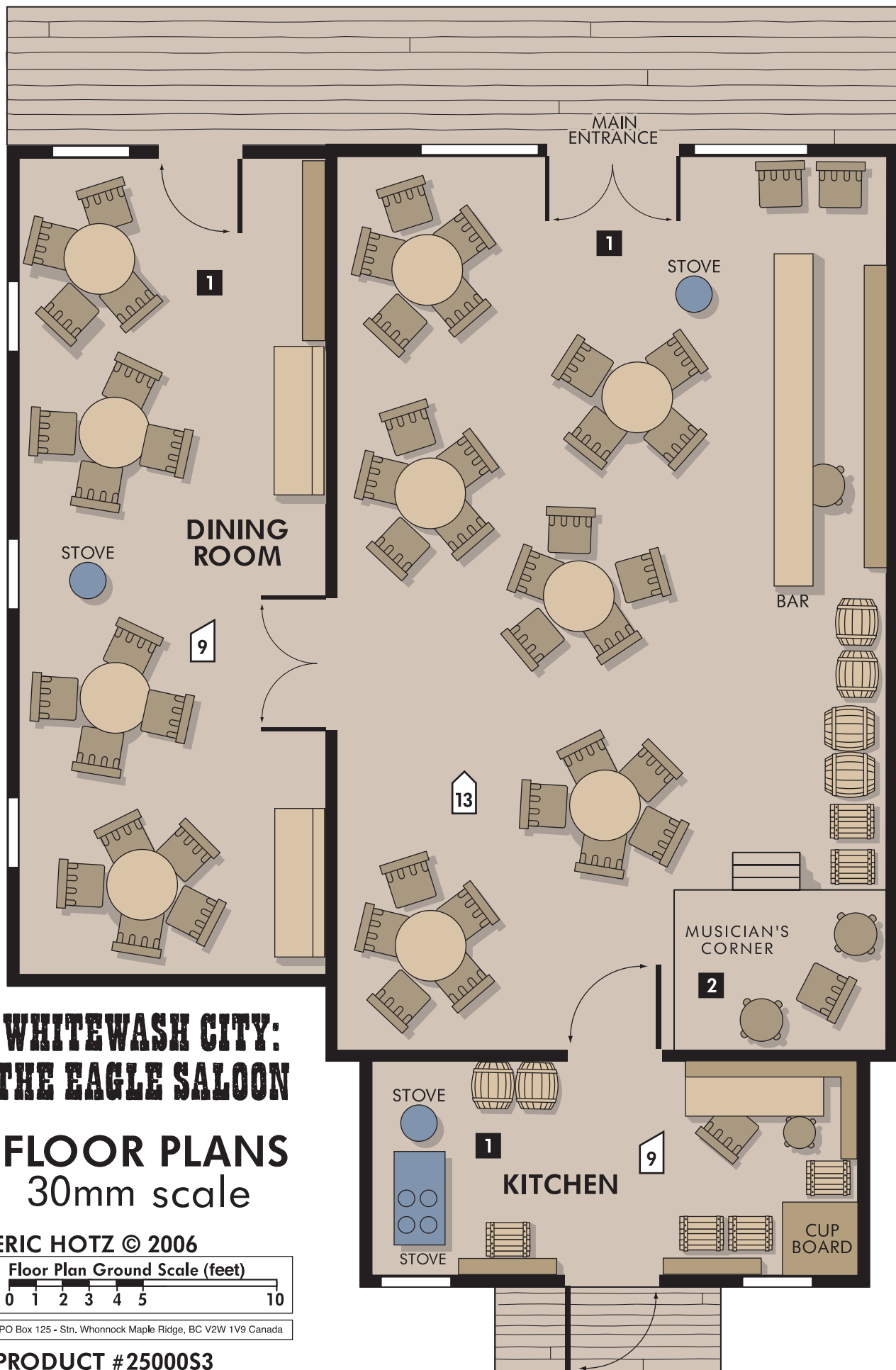
FLOOR PLANS 30mm scale

ERIC HOTZ © 2006



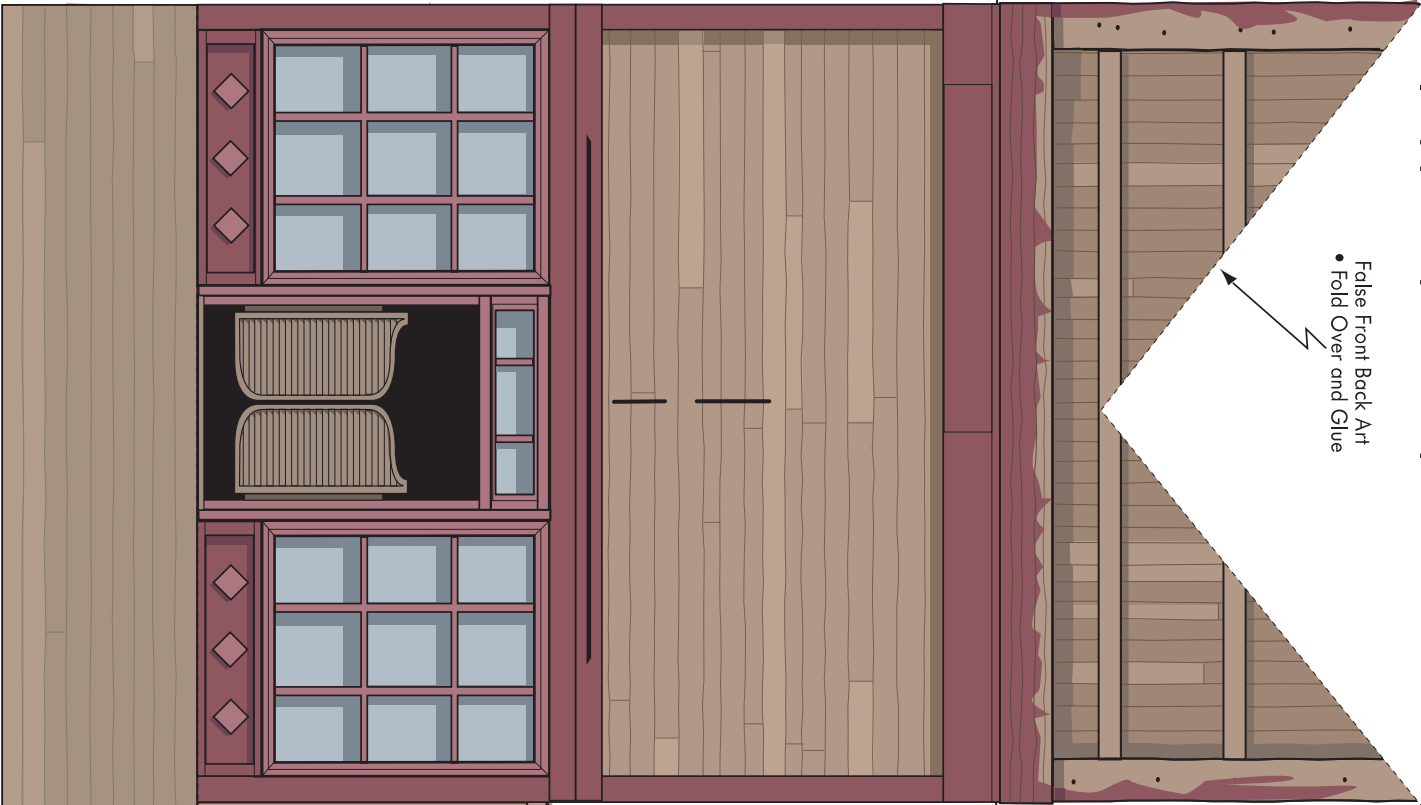
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PRODUCT #25000S3



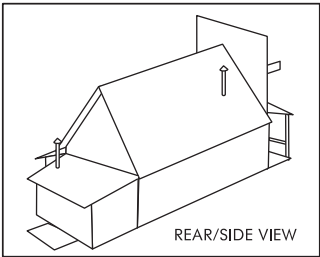
WHITEWASH CITY: THE EAGLE SALOON

PRODUCT #25000S3

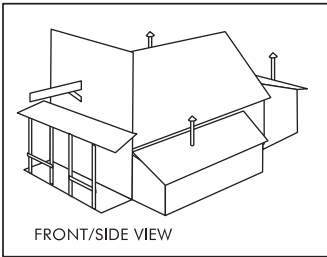


www.erichotz.com/whitewash.html

False Front Back Art
• Fold Over and Glue



REAR/SIDE VIEW



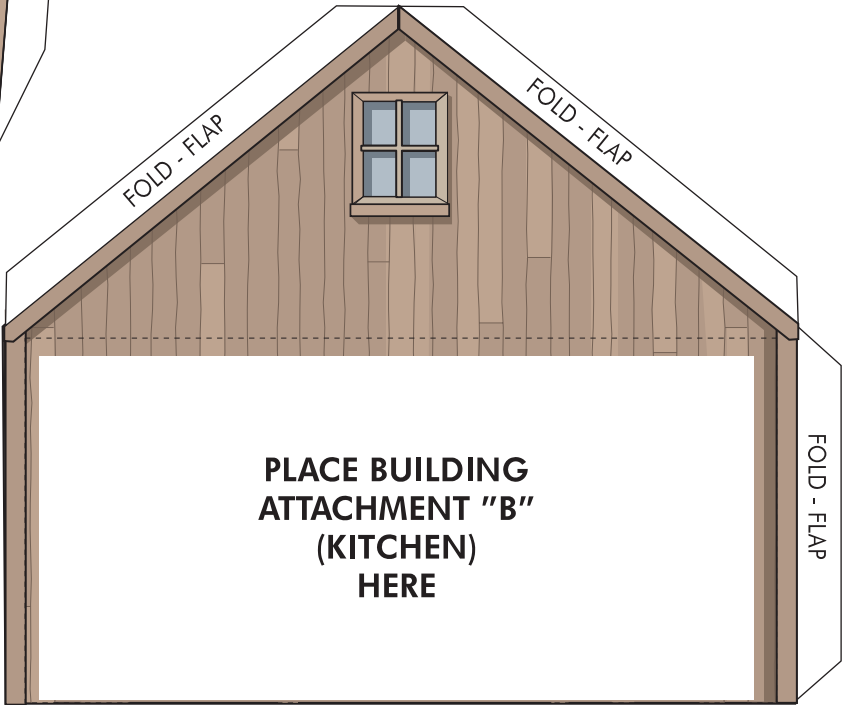
FRONT/SIDE VIEW



FOLD - FLAP

FOLD LINE

WOODEN WALKWAY IN FRONT
OF BUILDING: DO NOT CUT - LEAVE
ATTACHED TO BUILDING FRONT



PLACE BUILDING
ATTACHMENT "B"
(KITCHEN)
HERE

FOLD - FLAP

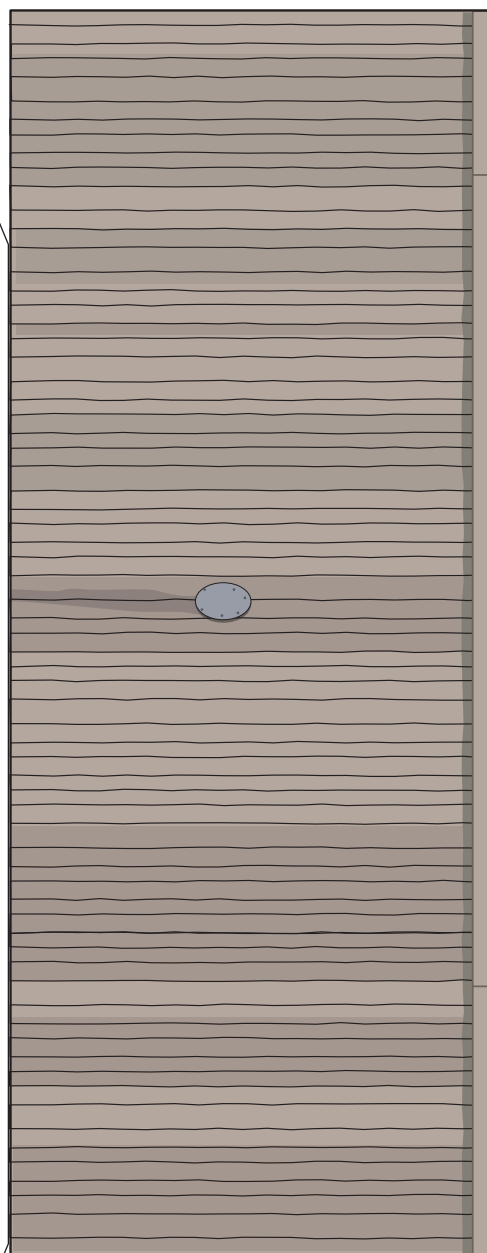
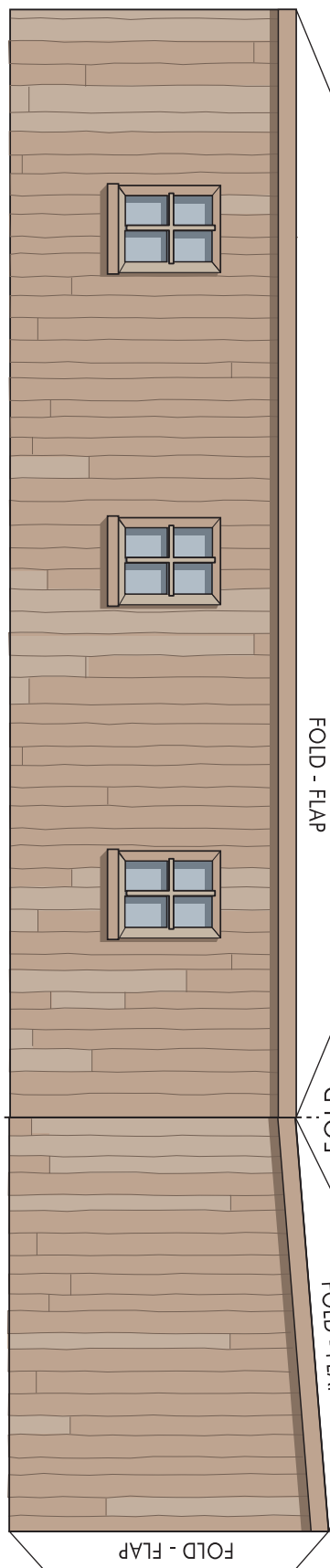
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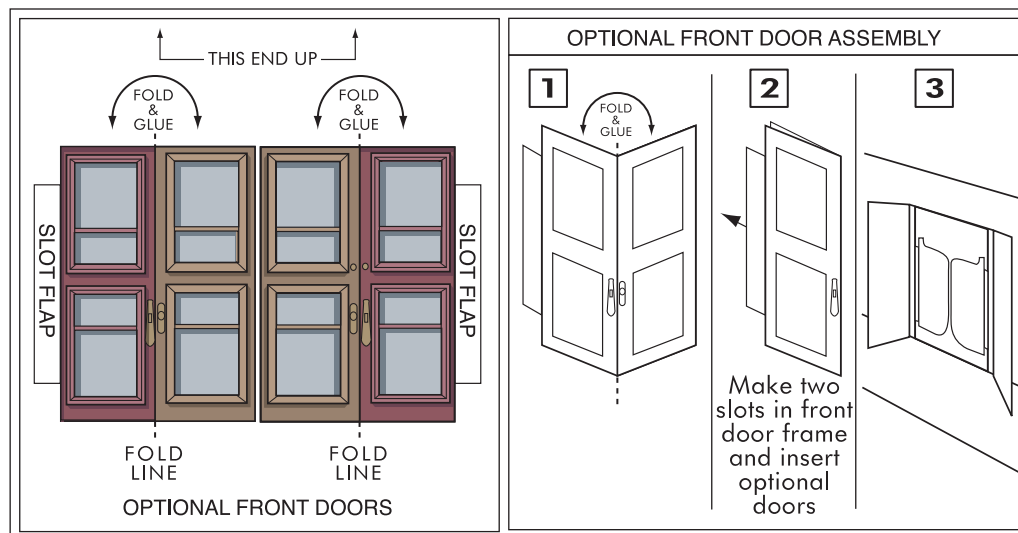
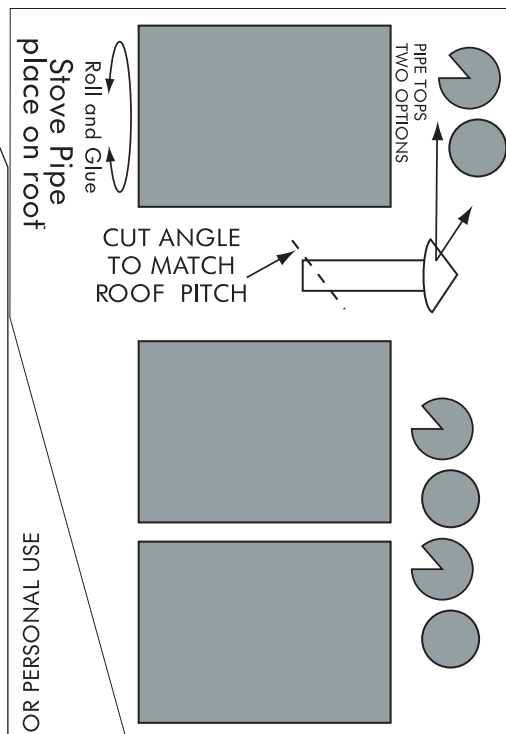
WHITEWASH CITY: THE EAGLE SALOON

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BUILDING
ATTACHMENT "A"
(DINING ROOM) ▶



◀ DINING ROOM ROOF



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DINING ROOM BACK WALL

**PLACE BUILDING
ATTACHMENT "A"
(DINING ROOM)
HERE**

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FOLD - FLAP

FOLD - FLAP

WHITEWASH CITY: THE EAGLE SALOON

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FRONT BOARDWALK ROOF ▼

SLOT - FLAP

FOLD
LINE

Cut Out

Cut Out

Cut Out

Cut Out

Cut Out

Whitewash City

FOLD FLAP

Eric Hotz © 2006

FOLD FLAP UNDER FRONT BOARDWALK

FOLD FLAP

FOLD FLAP

FOLD FLAP

ROOF ▼

FOLD
LINE

OUT HOUSE

FOLD - FLAP

ROOF ►

FOLD - FLAP

FOLD - FLAP

FOLD - FLAP

FOLD - FLAP

FOLD - FLAP

◀ BUILDING
ATTACHMENT "A"
(DINING ROOM)
▶

RESTAURANT

THE EAGLE

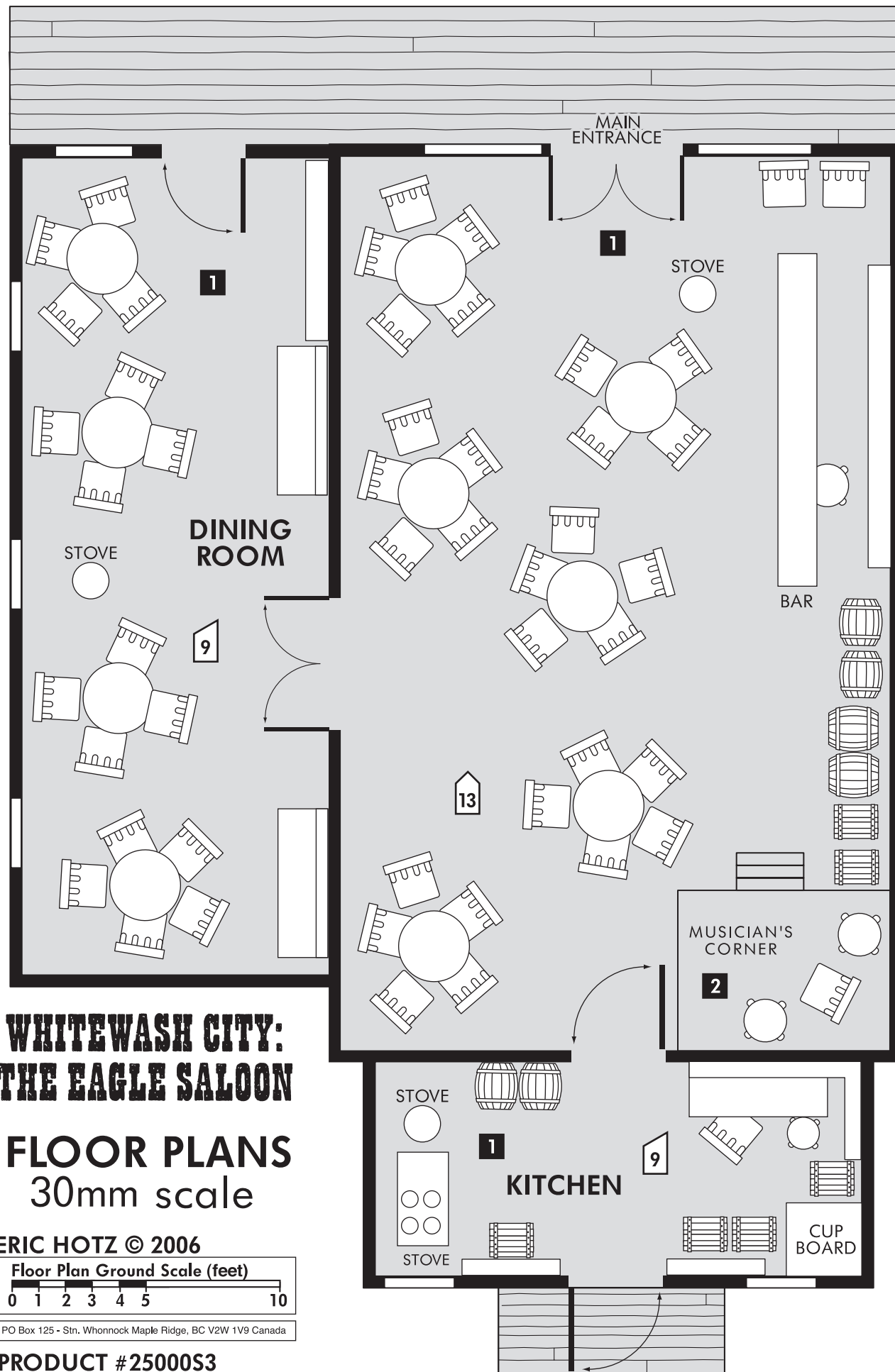
WOODEN WALKWAY
DO NOT CUT - LEAVE
ATTACHED TO BUILDING

**NOOTVS
SALOON**

FOLD
&
GLUE

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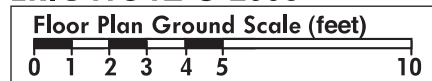
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WHITEWASH CITY: THE EAGLE SALOON

FLOOR PLANS 30mm scale

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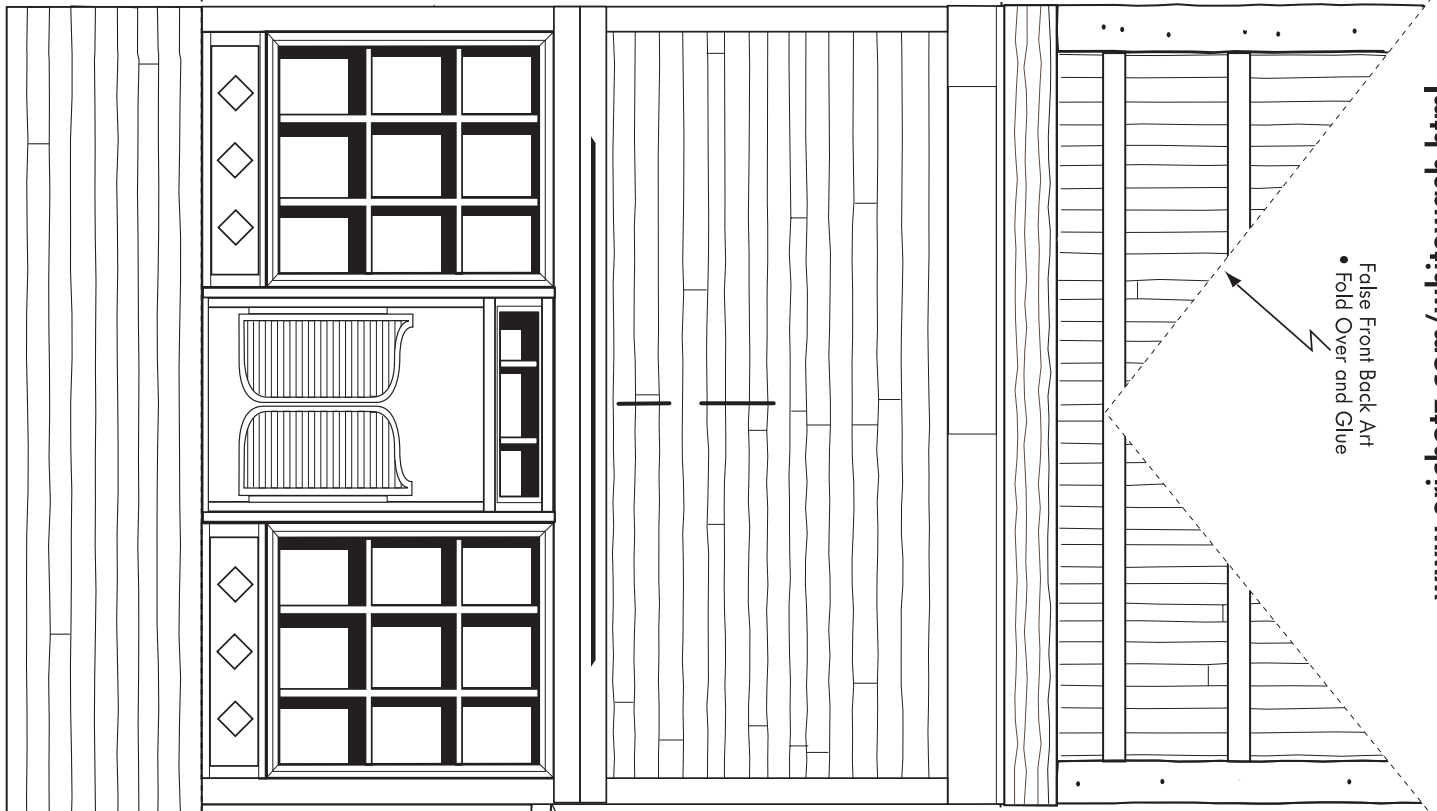
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FOLD & GLUE

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False Front Back Art
• Fold Over and Glue

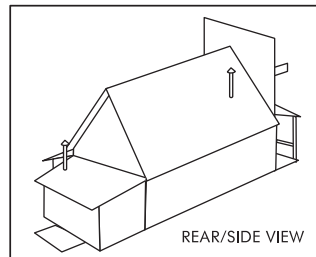


FOLD - FLAP

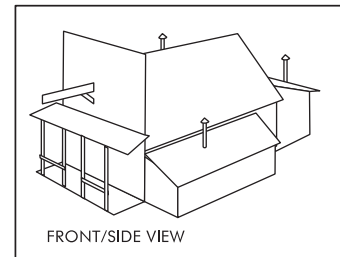
FOLD - FLAP

FOLD LINE

WOODEN WALKWAY IN FRONT OF BUILDING; DO NOT CUT - LEAVE ATTACHED TO BUILDING FRONT



REAR/SIDE VIEW



FRONT/SIDE VIEW



PLACE BUILDING ATTACHMENT "B" (KITCHEN) HERE

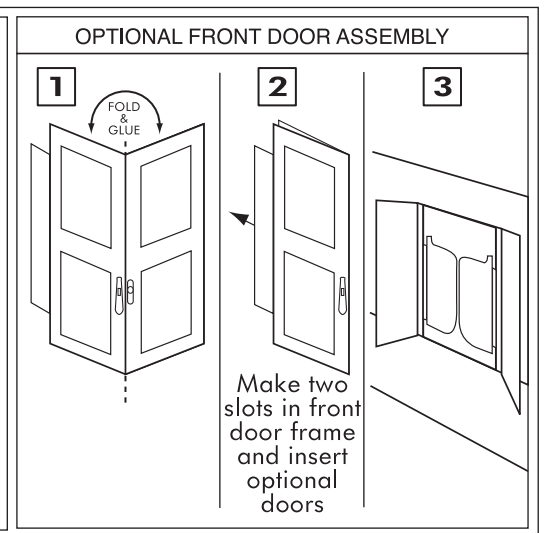
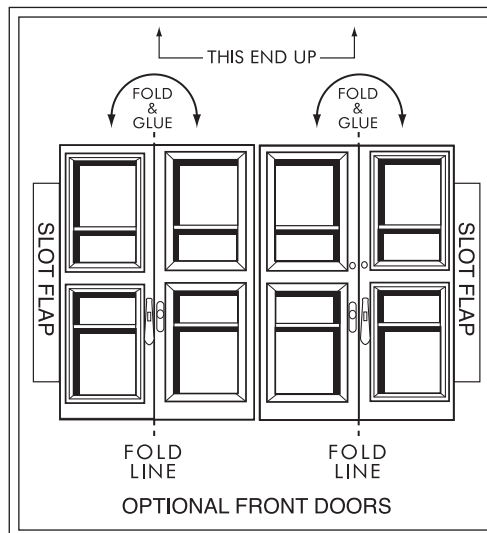
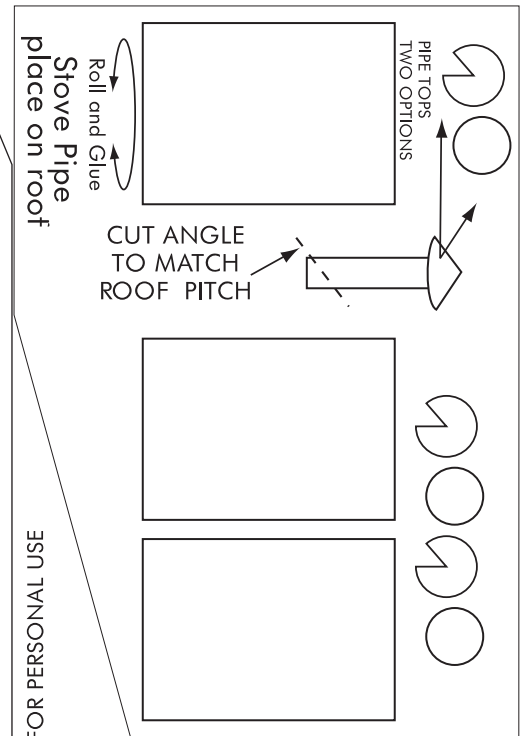
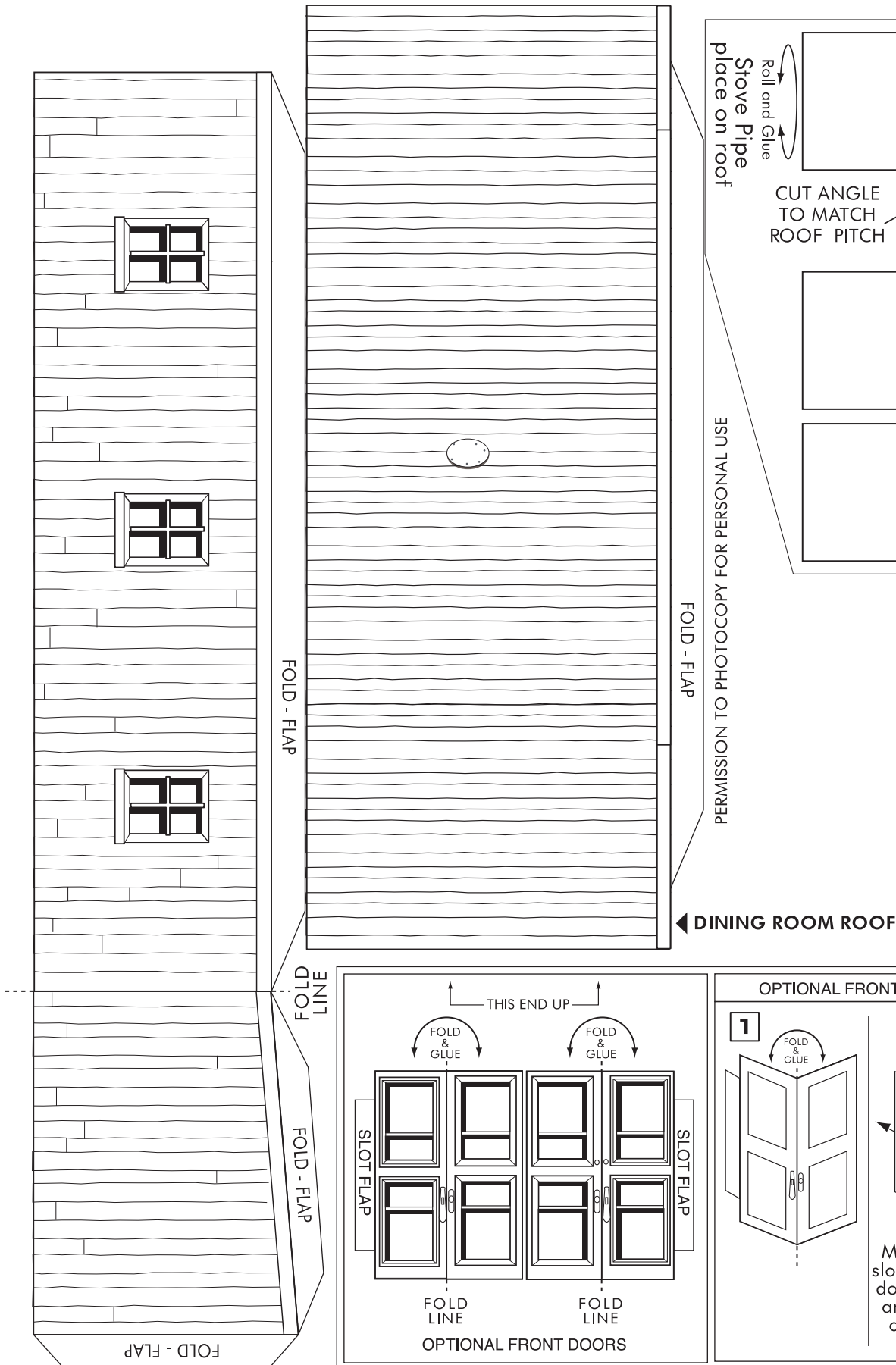
FOLD - FLAP

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WHITEWASH CITY: THE EAGLE SALOON

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FOLD - FLAP

DINING ROOM BACK WALL

**PLACE BUILDING
ATTACHMENT "A"
(DINING ROOM)
HERE**

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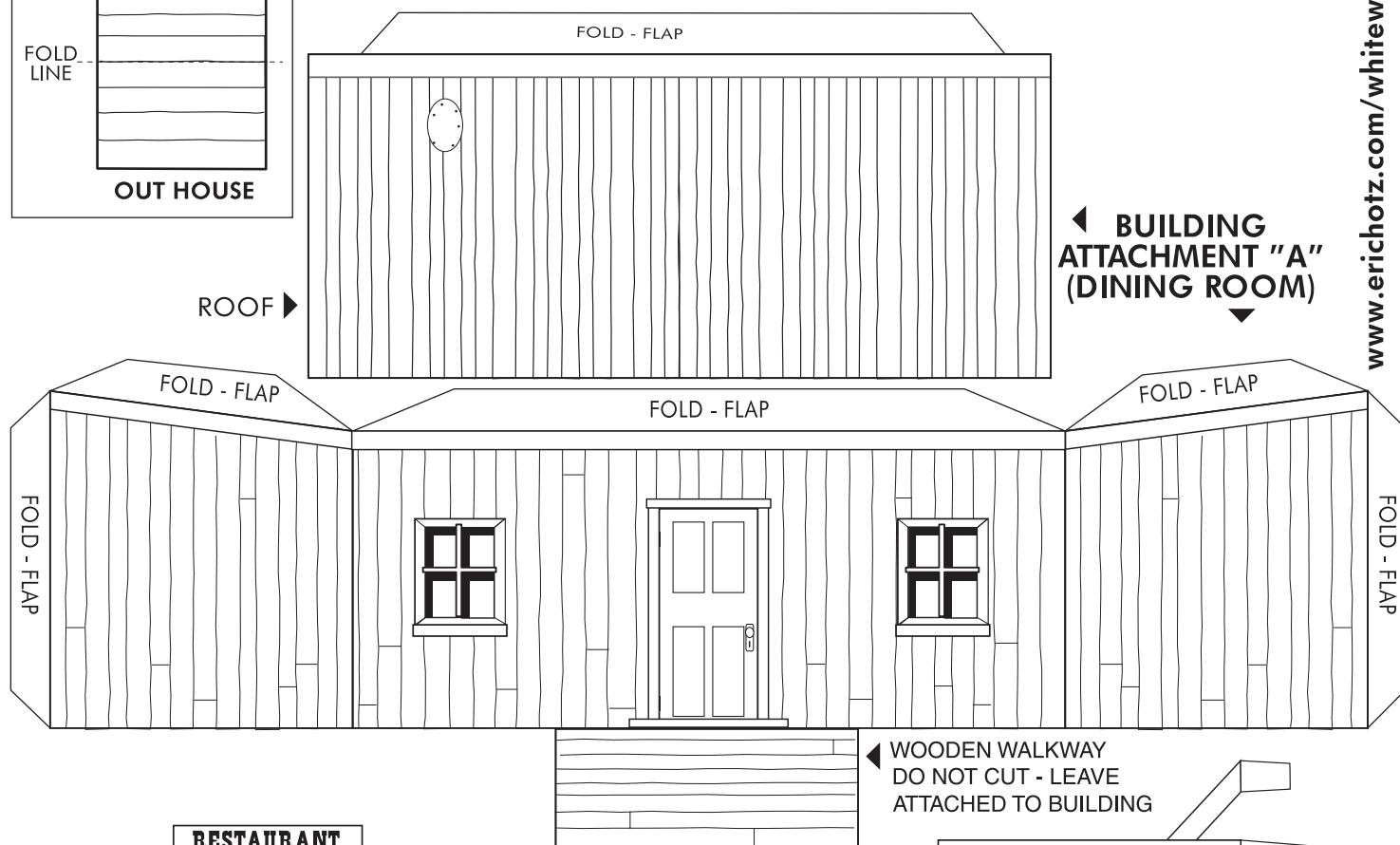
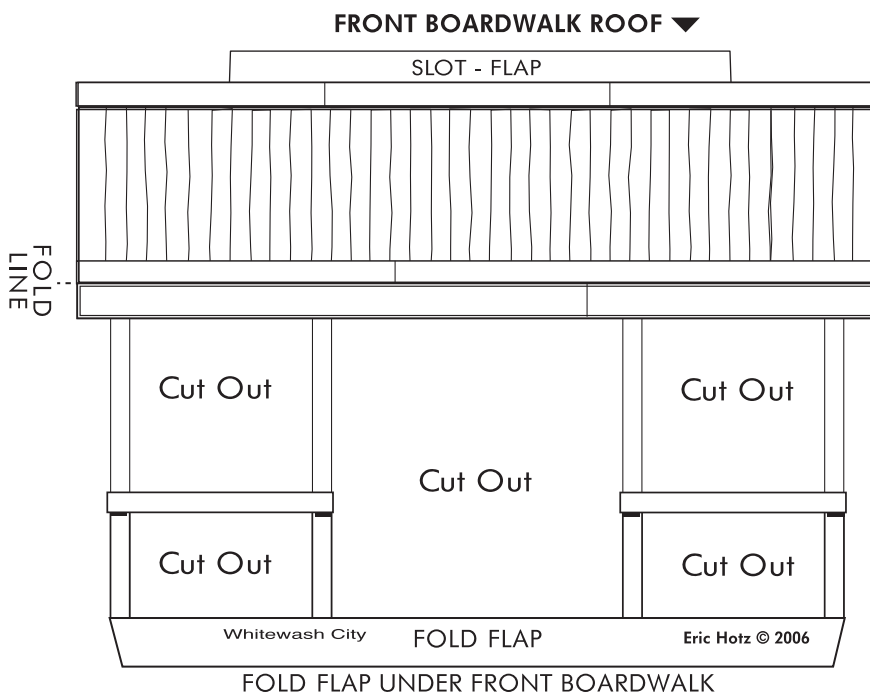
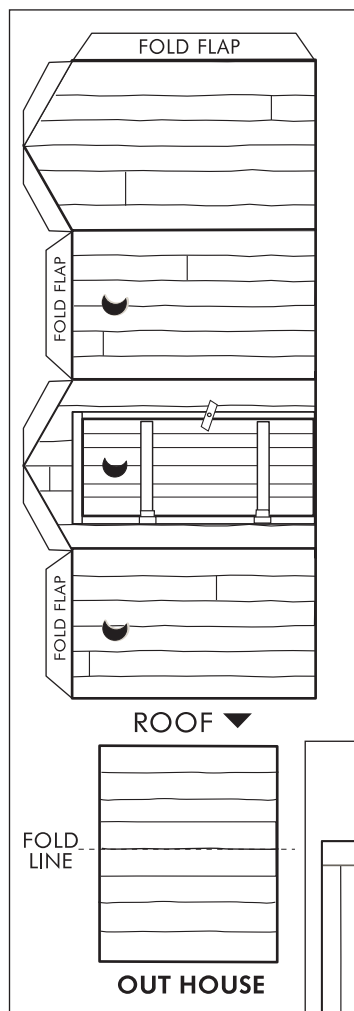
PRODUCT #25000S3

FOLD - FLAP

FOLD - FLAP

WHITEWASH CITY: THE EAGLE SALOON

PRODUCT #25000S3



RESTAURANT

THE EAGLE

**NOOTVS
SALOON**

FOLD & GLUE

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WHITEWASH CITY: THE EAGLE SALOON

FLOOR PLANS 30mm scale

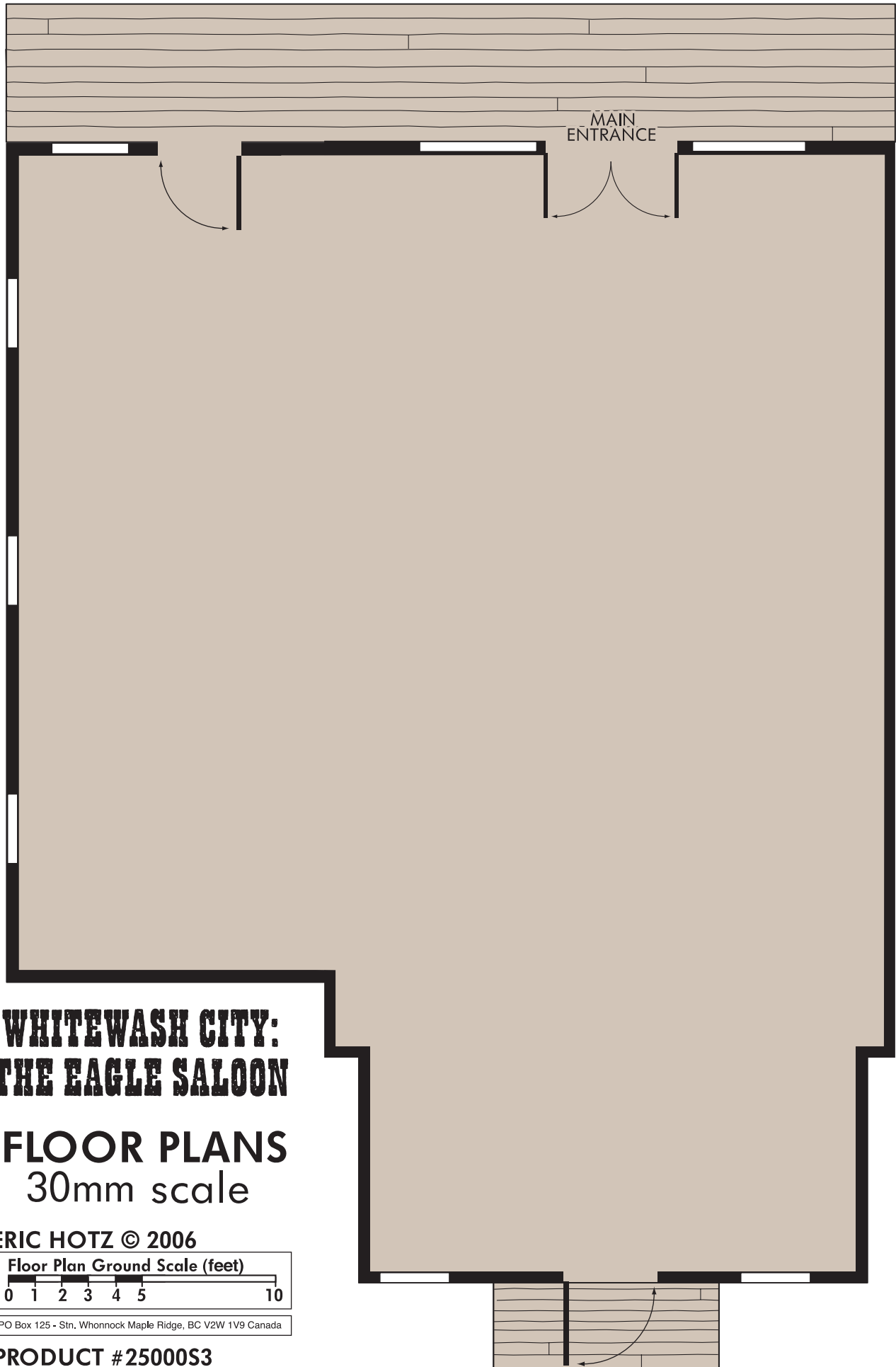
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Floor Plan Ground Scale (feet)

0 1 2 3 4 5 10

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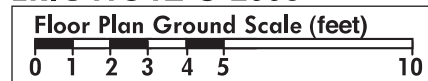
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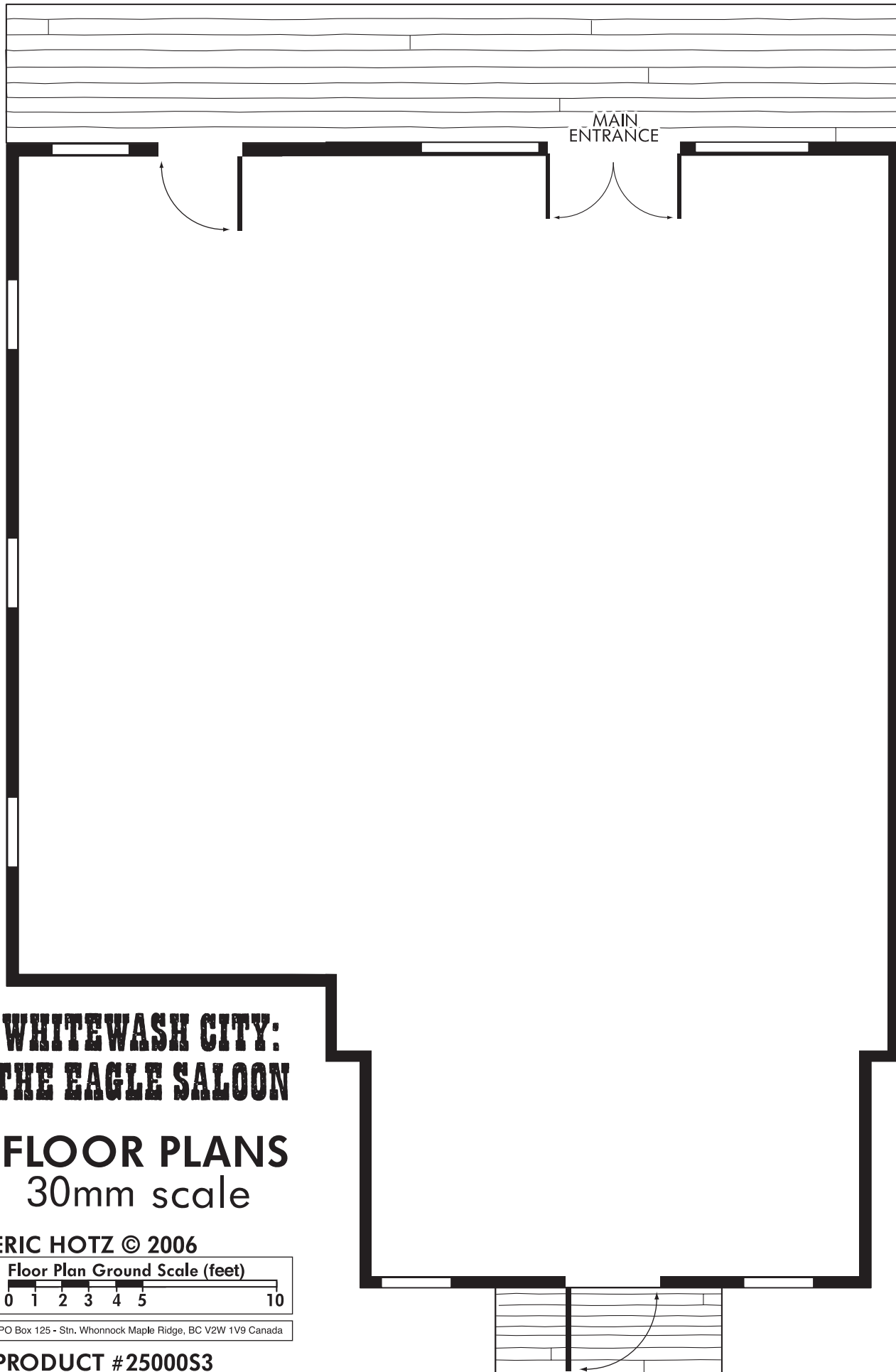
FLOOR PLANS 30mm scale

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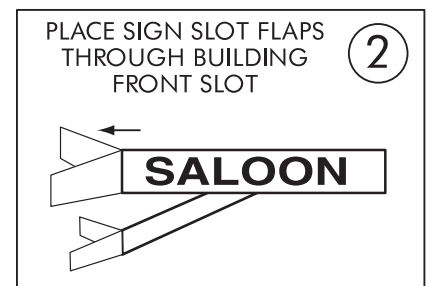
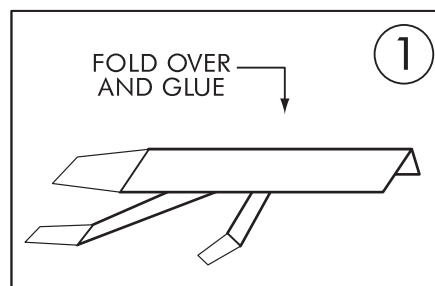
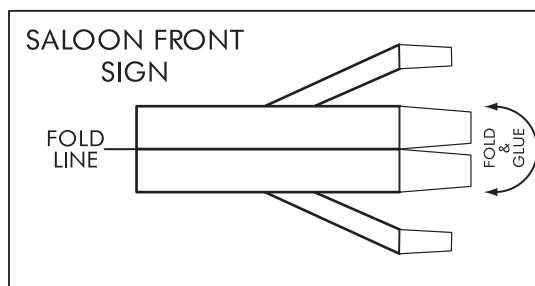
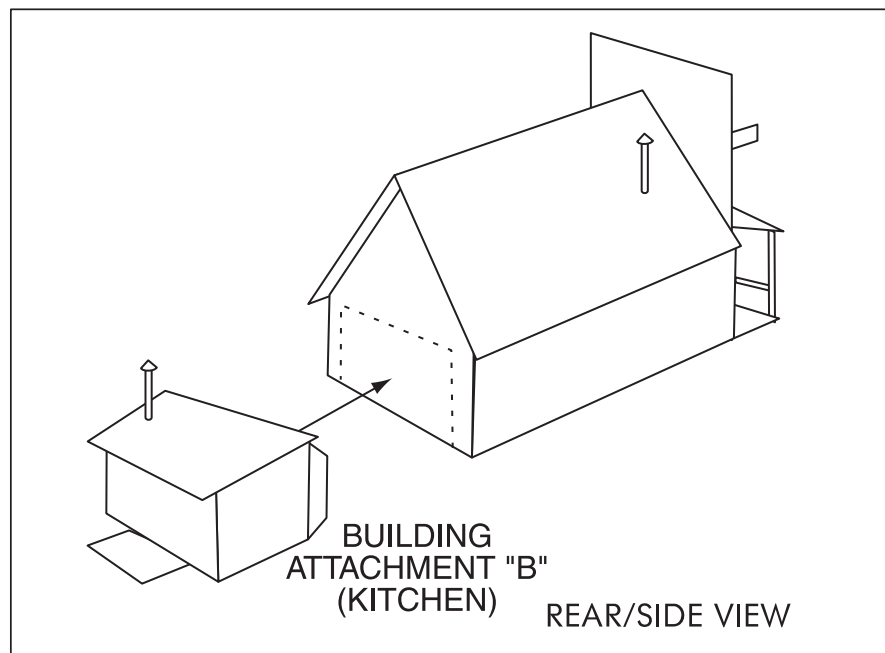
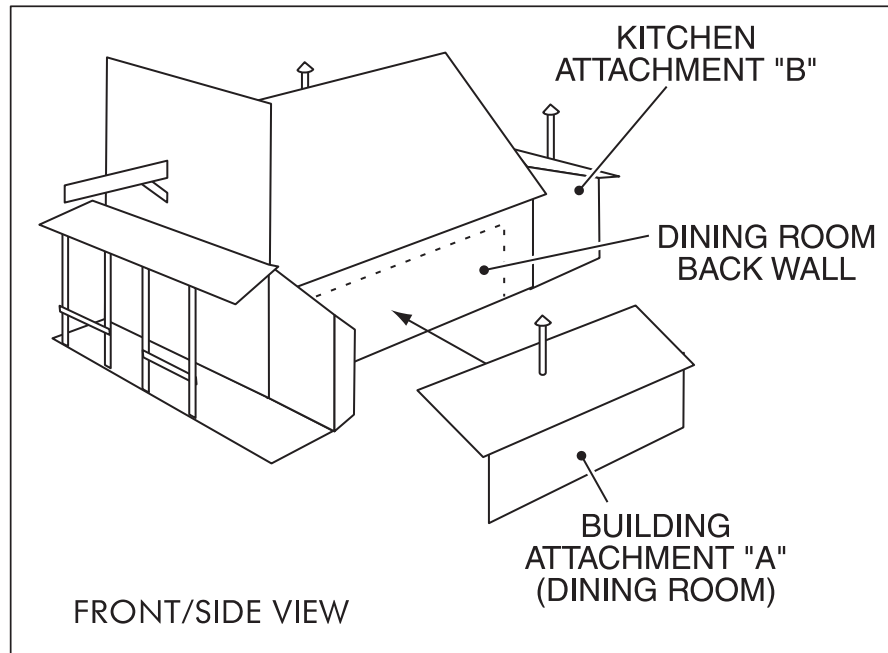


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WHITEWASH CITY: The Eagle Saloon (Special Assembly Notes)



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* some exceptions apply

STRADDLE COUNTY

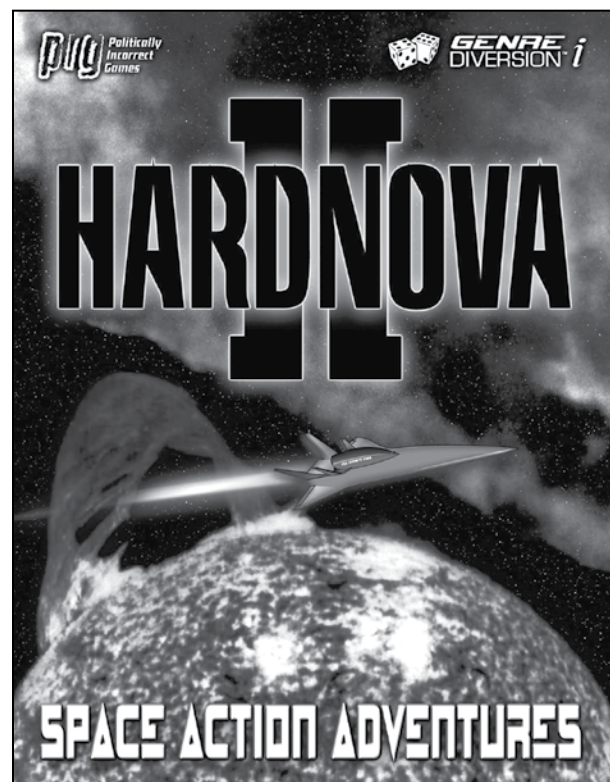
Set in Montana, just east of the Rocky Mountains and on the border between the Dominion of Canada and the United States of America in the 1870s, the towns of Bucktooth and Maple Ridge both compete and cooperate in order to survive. This Coyote Trail add-on gives player gangs a base for their adventures. It includes an assortment of residents and locations from which stories can be based, plus an introductory adventure.

DISPOSABLE HEROES PAPER MINIS

These paper miniatures are available in PDF format—from Western and Fantasy to Pulp and Modern. Both full color and black & white versions are included in each set. Plus, the enhanced online tools enable you to download faster by selecting only the minis you need at that moment, or download armies, and number and label your selection. Your account information is maintained, so you can come back to download and print out new minis whenever the old ones become worn.

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HARDNOVA 2

Add this roleplaying game for Space Western Adventures. HardNova 2 uses the same system as Coyote Trail, but is tailored for sci-fi action, including aliens, robots, and starships. Included templates and scenarios help you get started quickly.
