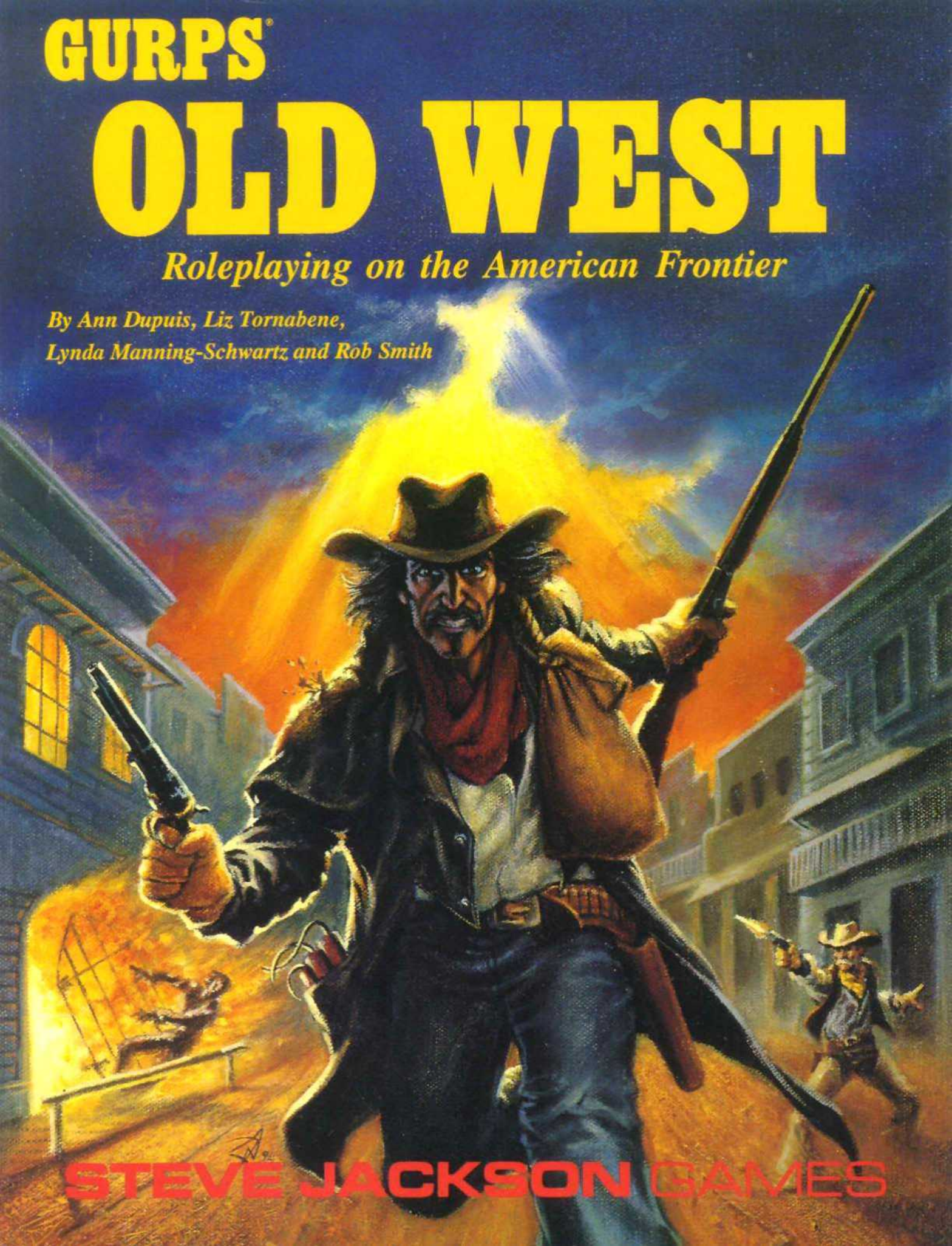
GURPS®

OLD WEST

Roleplaying on the American Frontier

By Ann Dupuis, Liz Tornabene, Lynda Manning-Schwartz and Rob Smith



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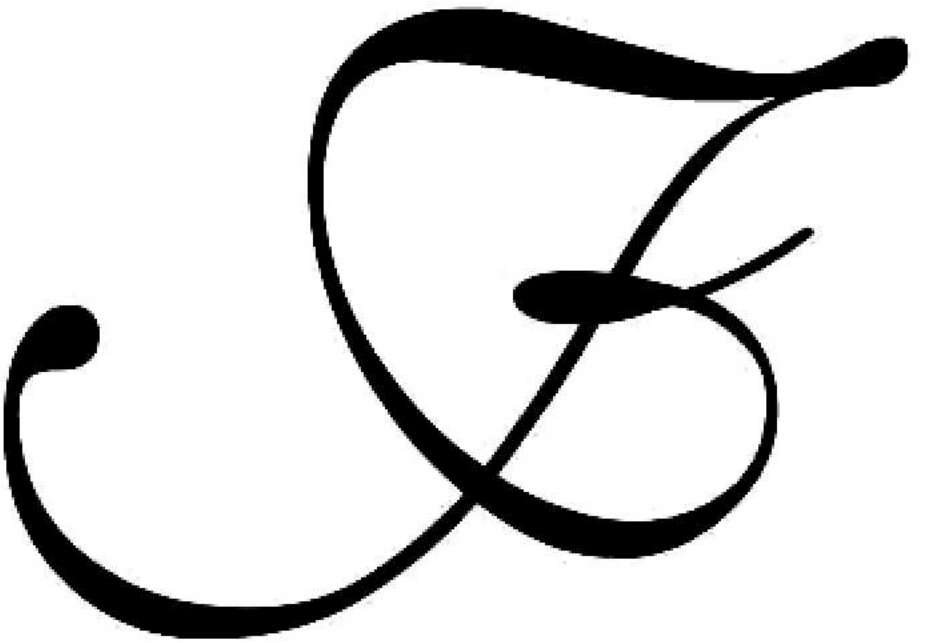

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CONTENTS

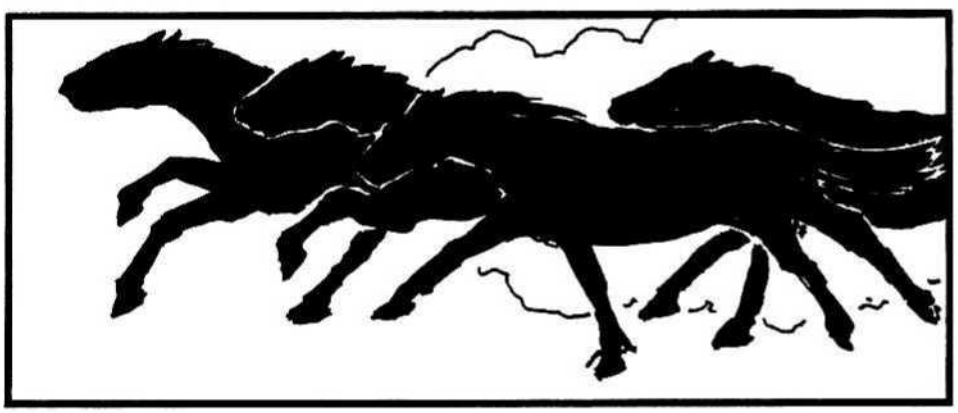
INTRODUCTION 4
About the Authors 4
About GURPS 4

1. LIFE ON THE FRONTIER 5
The Times 6
Exploration and Trailblazing 6
Zebulon Pike, Military Explorer 6
The United States: 1800-1810 Map . . 6
The Fur Trade 7
Fur Companies 7
Westward, Ho! 7
Gold Fever 8
The United States: 1811-1822 Map . . 8
Cattle Drives 9
Life on the Cattle Trail 9
The Waning of the West 10
Around the Horn and Across Panama 10
The United States: 1861-1900 Map 10
Western Society 11
Western Towns 11
Disaster 11
The Unfortunate Donner Party 11
Disease 12
The Quest for Statehood 12
Status and Cost of Living 12
Boom and Bust 12
The Law of the West 13
Taxes 13
Regional Accents 13
"Howdy, Pardner!" 13
Communication 14
Excerpts From San Francisco Police Blotters 14
Dangerous News 14
Education 14
Religion 14
The Mormons 15
Revivals 15
Entertainment 15
Army Posts 16
Flora and Fauna 16
The Land 17
The Mississippi River and the Central Lowlands 17
The Great Plains 17
The Rocky Mountains 18
American Deserts and Plateaus 18
The Pacific Coast 18
Western Timeline 19

2. CHARACTERS 21
Character Types 22
Advantages, Disadvantages and Skills . . 28
Advantages 28
New Advantages 29
Disadvantages 31
New Disadvantages 32
Skills 33
New Skill 36
Money 36
Silver, Gold, and Paper 36
Trading 36
Clothing 37
Price List 37
Entertainment and Outdoor Life . . . 37
Everyday Necessities 38
Homesteading 38
Tools and Professional Equipment . . 39
Transport, Travel, and Communications 39
Bounties 39
Job Table 40

3. TRANSPORTATION 41
Overland 42
Mule Trains 42
Wagon Trains 42
Overland Hazards 42
Major Overland Trails Map 42
Other Vehicles 43
Stagecoaches 43
Stagecoach Hazards 44
The Railroad 44
The Railroad Wars 44
Internecine Warfare 44
Indians and the Railroads 45
Major Railways Map 45
Settlers and Railroads 46
Railroad Cars 46
How To Rob a Train 47
Railroad Buildings 47
Railroad Speeds 47
Braking 47
Railway Hazards 48
The Iron Horse 48
Wells, Fargo & Co. 49
Waterways 49
Bullboats and Canoes 49
Barges 49
The Erie Canal 50
Steamboats 51
Natural Hazards 51
One Day on a Keelboat 51
Long-Distance Communication 51
River Pirates 52
Pony Bob Haslam 52

4. INDIANS 53
Indian Tribes and Their Territories 54
United States Indian Policy 55
Reservation Life 55
The Plains Indians 55
The Hunt 55
Indian Clichés 56
Plains Warfare 57
Counting Coup 57
Indian Weapons 58
Scalping 58
The Magic of Indian Names 59
The Sioux 60
Sample Indian Names 60
Berdaches 60
The Sioux Nation 60
The Comanche 61
The Southwestern Desert Tribes 61
Entertainment 61
Animals 61
Typical Tipi Floorplan 61



Yuman Tribes 62
Pima and Papago 62
Pueblo Indians 62
Warfare 62
Allies and Enemies 62
The Comanche Language 62
"Snakes" 62
Nomads of the Southwest 63
The Pueblo "Place of Emergence" 63
The Anasazi 63
Navajo Magic 63
The Ghost Dance 64
The Great Basin 65
The Paiute 65
The Ute 65
Indian Trade 65
The Shoshoni 66
Indians of the Northwest 66
The Plateau 66
Totem Poles 66
The Northwest Coastal Indians 67
California Indians 67
Eastern and Southern Tribes 67
The Five Civilized Tribes 67
Mission Indians 67
Eastern Indians in the West 67
Indian Magic 68
The Vision Quest 68
Indian Magic in the Campaign 68
The Powers 69
Coyote, the Trickster 69
Guardian Spirits 70
Returning the Medicine 70
Power Reserves 71
Learning the Trade 71
Herbalists, Dreamers, and Shamans 71
Sorcery 71
The Sun Dance 72
Making Medicine 73
Medicine Bundles 73
Magical Items 74
Adapting Spells for Indian Magic . . 74
Enchanted Items 74
Inspirations and Ideas 74
Spell List 75

5. GUNFIGHTING 78

Showdowns 79
Draw! 79
Results of Injury 79
Weapon Type 79
Weapon Location 79
Gunfighting in the Realistic Campaign 79
Holster Type 79
Special Situations 80
Rapid Firing 80
Multiple Shots 80
Shootouts 80
Order of Events in Shootouts 81
Tricks 81
Mounted Combat 82
Weapons 83
Loading Black Powder Weapons . . 83
Bullet and Arrow Damage 83
Firearms in Melee 84
Ammunition 84
Explosives 84
Weapon Descriptions 85
Muzzle-Loading Long Arms 85
Breech-Loading Long Arms 85
Magazine Rifles 85
Shotguns 86
Muzzle-Loading Pistols 86
Revolvers 86
Stingy Pistols 87
Machine Guns 88
Other Ranged Weapons 88
Hand Weapons 88
Weapon Table 88
Guns 88
Other Ranged Weapons 89
Hand Weapons 90
Reading the Weapon Table 90

6. THE WARS 91

The War of 1812 91
The War between Mexico and Texas . . . 92
The Mexican Army 1835-48 92
The Texas Navy 92
The Mexican War 93
The Texas Rangers 93
The United States: 1822-1854 Map . 94
The U.S. Cavalry 95

The Civil War 95
The Players 95
The Playing Fields 96
"Bleeding" Kansas and Quantrill's Raiders 96
The Buffalo Soldiers 96
Shades of Gray 96
General Sibley Tries for the West . . . 97
The Outcome 97
The Indian Wars 97
The Nez Percé War 97
The Northwest 97
The Southwest 98
Great Plains 98
Navajo 98
The Bureau of Indian Affairs 98
The Mounties 99
Range Wars 99
Rustling 99
Cattlemen vs. Sheepmen 99
The Fence Cutter War 99

7. LEGENDS OF THE OLD WEST 100

Wild Bill Hickok 101
Jesse James 101
Hugh Glass, Man in the Wilderness 101
Kit Carson 102
Buffalo Bill 102
Calamity Jane 102
Belle Starr 103
San Francisco 103
Dodge City 104
General George Armstrong Custer 104
Gunfight at the O.K. Corral 105
The Comstock Lode 105
In Search of Golden Cities 106
Legends of the White Stallion 106
Judge Roy Bean, Law West of the Pecos 107
Billy the Kid 108
The Lincoln County War 108
The Johnson County War 108

8. CAMPAIGNING 109

Backdrops and Adventure Seeds 110
Mountain Men and Explorers 110
Territorial Wars 110
Timeless Western Plots 110
The Alamo 110
Wagon Trains 111
'Twas a Miner 111
Clash of Cultures 111
Workin' on the Railroad 112
Riding the Range 112
Campaign Crossovers 112
Outlaws 114
John Miller, Ranch Hand 114
Sally Mae Ryan, Dance Hall Girl . . 114
Shootin' Up the Town 115
Ghosts, Time Travel, and Magic . . 115
Guthry Fullwright, Saloon Owner 115
Ike Woods, Marshal 115
Designing Western Adventures 116
Robert Winder, Gunslinger 116
"Old Henry," Prospector 116
Plot 117
Timmy Landry, Impressionable Kid 117
Anna Gordon, School Marm 117
Soundtracks 117

9. CRITTERS 118

Key to the Bestiary 119
Stampedes 122

GLOSSARY 123

BIBLIOGRAPHY 124

CAMPAIGN PLAN 126

INDEX 127

INTRODUCTION

Stagecoach holdups . . . Indian raids . . . shootouts at high noon . . . greedy railroad barons. The wild west is a goldmine of adventure for roleplaying!

GURPS Old West covers the entire 19th century, giving special emphasis to the classic period of the Old West (1865-1885). It runs from the first overland explorations through white settlement to the death of the frontier. There's also lots of information about everything Western — the Pony Express, the gold rushes, steamboats and railroads, cattle drives and cow towns, outlaws and lawmen, border wars and wars with the Indians, and how the country grew out of it all.

Dozens of new character types, skills, advantages, and disadvantages help you create any conceivable type of Western character, from town drunk to railroad baron, soiled dove to revival preacher. Authentic equipment lists outfit your character from head to toe. Carefully researched, detailed background information lets you build an adventure or campaign with highly realistic detail or simply an adventure with Western flavor. There's something for everyone here, from straightforward bust-em-up action to eerie Indian magic.

GURPS Old West includes rules for gunfighting, train robbery, and mounted combat — enough fun for anyone, even a reckless cowboy. And a new Indian magic system permits any level of magic you like, from none at all to Ghost Dances that really bring back the dead buffalo.

This book is the Old West as it should have been — liberally tinged with romance and heroics. But there's little need to stray from the truth. Nearly every Hollywood myth has its counterpart in history. But when choosing how much reality to include in an Old West campaign, the GM should follow the advice of editor Edmond O'Brien in *The Man Who Shot Liberty Valance* — "If the facts conflict with the legend, print the legend."

About the Authors

Ann Dupuis began roleplaying in 1978, and spends as much time as possible playing, gamemastering, writing and reading adventures. 1990 marked her first publications in the roleplaying world: an adventure in *Dungeon* magazine and two articles in *Roleplayer*. ***Old West*** is her first book. In her spare time, Ann practices Shim Gum Do (Korean Sword), paints miniatures, and reads fantasy, science fiction and mystery novels.

Liz Tornabene began roleplaying in 1978, but did nothing of note after that until she cleverly escaped the snares and toils of the corporate world to rescue Ann from the impending ***Old West*** deadline. She is becoming a freelance writer and has several books and articles planned.

Robert E. Smith began playing miniatures in 1974. He then started roleplaying with M.A.R. Barker's ***Empire of the Petal Throne,*** which he enjoys to this day. Historical miniatures are his favorite, and he has written a set of miniature rules for the Civil War.

Lynda Manning-Schwartz grew up in Temple, Texas. Her grandparents owned a large ranch, but Lynda was frequently cautioned against "bothering the hands." Her hobbies include deciphering Mayan hieroglyphics and researching topics such as occultism, herbalism, and American Indian beliefs. Lynda privately published a book of poetry in 1979.

About GURPS

Steve Jackson Games is committed to full support of the ***GURPS*** system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly magazine includes new rules, new races, beasts, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. A current catalog is available for an SASE.

Errata. Everyone makes mistakes, including us — but we do our best to fix our errors. Up-to-date errata sheets for all ***GURPS*** releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

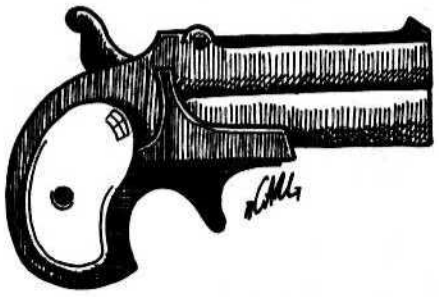
Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those who have home computers, SJ Games operates a BBS with discussion areas for several games, including ***GURPS***. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at 512-447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

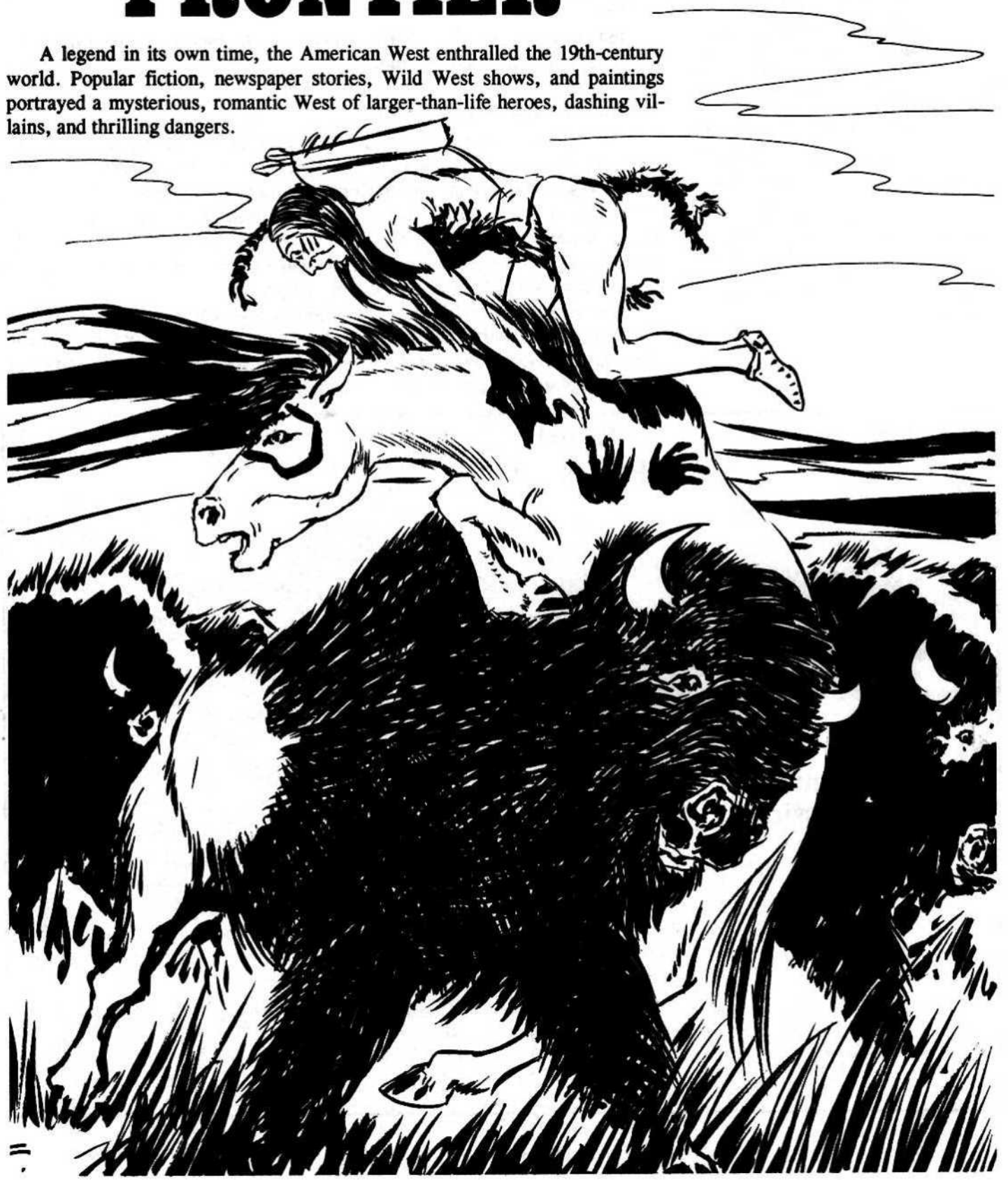
Rules and statistics in this book are specifically for the ***GURPS Basic Set,*** Third Edition. Any page reference that begins with a B refers to the ***GURPS Basic Set*** — e.g., p. B102 means p. 102 of the ***GURPS Basic Set,*** Third Edition.



LIFE ON THE FRONTIER

1

A legend in its own time, the American West enthralled the 19th-century world. Popular fiction, newspaper stories, Wild West shows, and paintings portrayed a mysterious, romantic West of larger-than-life heroes, dashing villains, and thrilling dangers.



Zebulon Pike, Military Explorer

Lieutenant Pike's career as an explorer began in 1805, when he incorrectly identified Leech Lake, Minnesota, as the source of the Mississippi. In 1806, Pike led a party of 15 to explore near the Arkansas and Red rivers. He established an outpost near Pueblo, Colorado, then headed northwest. Pike gamely decided to scale a nearby peak. The false perspective of the flat plains misled him — several days later he seemed no closer and declared the mountain unreachable. Pike turned south to New Mexico, where Spanish officials apprehended the party for illegal entry. The Spanish escorted them through Texas, releasing them in Louisiana in July 1807.

Pike's report, describing Spanish territory and the trade with Mexico, lured hordes of American settlers and traders into Texas.

The reality was both more and less than the legend. The western wilderness offered freedom and a good life. Recruiting pamphlets promised abundant land. News stories spoke of gold nuggets lying in streambeds. Thousands carved new lives for themselves in the West — a few found the vast riches and adventure they dreamed of.

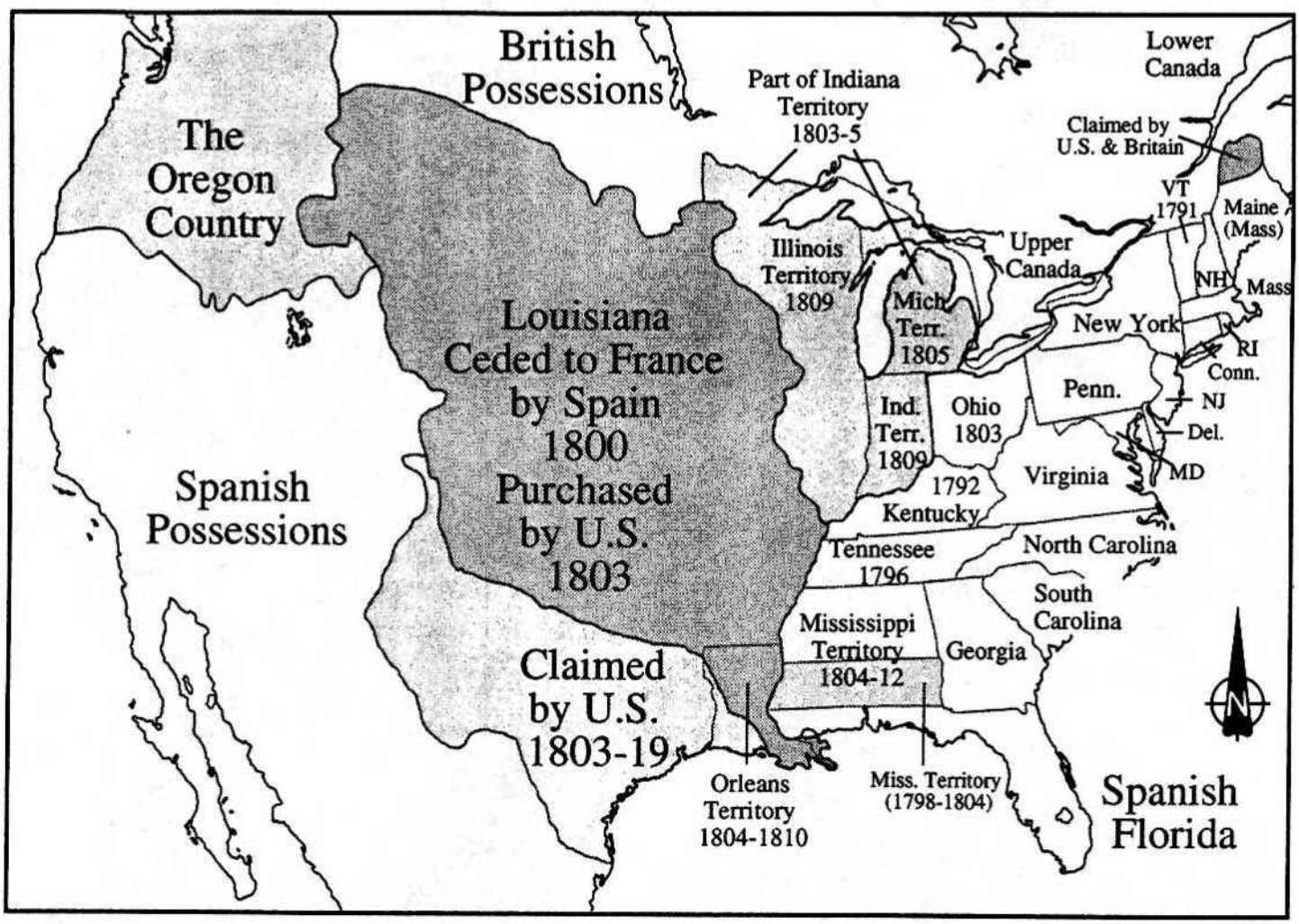
The Times

In less than a century, the West changed from an enormous unknown wilderness to a settled, prosperous nation.

Exploration and Trailblazing

In 1803, the French sold the 800,000-square-mile Mississippi drainage for $15 million to the U.S. — the Louisiana Purchase. On May 14, 1804, President Jefferson sent Lewis and Clark's Corps of Discovery to explore the northern plains region. Their 60-foot barge carried 30 men up the Missouri from St. Louis. Supplies included swivel cannons, Kentucky rifles, and colored beads, calico, and peace medals to give friendly Indians. Their gunpowder was stored in lead casks, which became bullets when empty.

The Missouri's sand bars and caved-in banks were treacherous. Herds of more than 10,000 buffalo blocked the way. Swarms of mosquitoes made Lewis' Newfoundland dog howl, despite his thick hair. Hostile Indians attacked them. Winter in North Dakota froze their liquor solid in 15 minutes.



The United States: 1800-1810

A Shoshoni woman called Sacajawea, the wife of one of their guides, led them part way. They crossed the Continental divide and bought horses from the Shoshoni when the Missouri River ended. Picking up the Columbia River, they finally sighted the Pacific in November 1805. On March 23, 1806, they returned along the Lewis and Clark Trail, reaching St. Louis on September 23. The expedition was a monumental success, and opened the way west for trade and settlement.

The Fur Trade

The Western fur trade flourished from the 1810s to the 1840s, spearheading Western exploration and establishing U.S. land claims. Solitary trappers blazed trails west and trading companies followed, setting up forts and posts.

With moccasins, leggings, fringed shirt, and long hair, mountain men hunted the mountain streams and meadows. At runways and dams, they set traps below the water surface and staked them at the length of their chains. Peeled willow twigs dipped in "medicine" (beaver musk) baited the traps. Trappers collected their catch at sunup.

A full-grown beaver weighs 30 to 60 pounds; the prepared pelt two pounds or less. Trappers usually skinned the beaver on the spot, saved the bait gland, and took the tail back to camp for dinner. The scraped pelt, stretched on a willow hoop — much like a scalp — dried in the sun for a day or two.

Mountain men were also master buffalo hunters. They found long-barreled rifles too time-consuming to load and the balls too small to kill buffalo. Instead, they charged the animals on horseback, firing and reloading their short-barreled shotguns at full gallop.

They boiled the cuts from the hump, roasted other pieces, and made "trapper's butter" (a thick soup) from the marrow bones.

Free trappers (not employed by a fur company) ranged in small parties, usually of four or fewer. This afforded some measure of safety from the hazards of the wild: floods, snowslides, grizzlies, and hostile Indians. When the fur trade waned, many trappers became Army scouts or led emigrants westward.

Westward, Ho!

"If hell lay to the west, Americans would cross heaven to get there."

On May 19, 1841, the first wagon train of 70 pioneers and 12 wagons left Missouri. Nine years later, the gold rush brought 85,000 along the Oregon Trail. Easterners and Europeans headed west when the 1862 Homestead Act opened public lands to settlers. By the completion of the transcontinental railroad in 1869, an estimated 350,000 had gone west in their prairie schooners.

There were four main routes: the Oregon Trail, the California Trail, the Santa Fe Trail, and the Mormon Trail. The 4,000-mile Oregon Trail took six months. Some emigrants chose the 13,000-mile journey around Cape Horn.

Pioneers rose at 4:00 in the morning. They dressed, breakfasted, struck camp, yoked the animals, and were on the trail by 7:00. Women and children rode in the wagons or walked along. Hunters rode after buffalo. Scouts chose the best fords and campsites, raising flags to show the way. The party rested at noon. In late afternoon the train leader drew a circle on the ground and the wagons parked along it, encircling the camp. Buffalo chip fires cooked the evening meal and the first watch began at 8. Music and dance whiled away the evening. Once at their destination, early settlers simply cleared the land and started farming.

Communities soon alloted 640 acres, a square mile of land, to newcomers. An 1850 law cut the claim size to 320 acres per man, but allotted another 320 acres to his wife, creating a great demand for women (30,000 women went west in the 1860s).

Fur Companies

Fewer than 10 fur companies ever made it big. The American Fur Company, Columbia Fur Company, Missouri Fur Company, Pacific Fur Company, North West Company, Hudson's Bay Company (established in 1670!), and Rocky Mountain Fur Company are the best-known. The Missouri Fur Company was the first to employ white trappers; companies previously relied on Indian trade.

Trading Posts

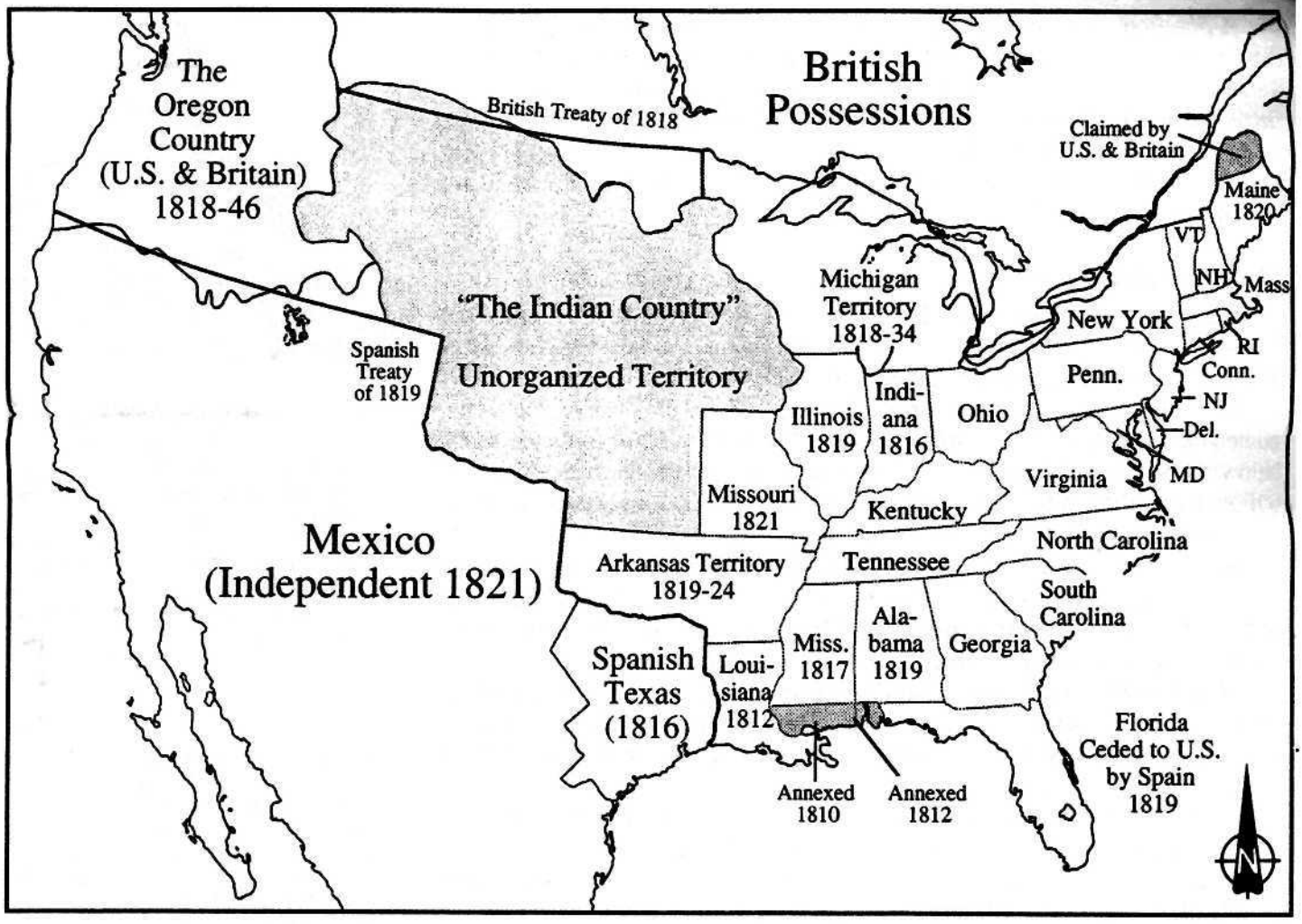
The trading companies' winter posts varied widely in construction and permanence. The Hudson's Bay Flathead post was "a row of trading huts, six in number, low, linked together under one cover, having the appearance of deserted huts." Bent's Fort, on the Arkansas River in Colorado, was a mud castle 137 feet by 178 feet with two 18-foot round towers.

Indians trade at the fur companies' posts and forts. They put on their best clothes, parade, and sing when presenting themselves and their goods. They bring the skins of beaver, otter, muskrat, fishers, minks, martens, foxes, and dried buffalo meat, among other things. In return, the Indians receive guns and ammunition, blankets, kettles and tools, liquor and more.

Rendezvous

Rendezvous, started in 1825, was the mountain men's annual summer convention. Sponsored jointly by the four St. Louis trading companies (Missouri Fur, Chouteau, North West, and Rocky Mountain), it lasted until 1840. Like any good convention, rendezvous moved each year.

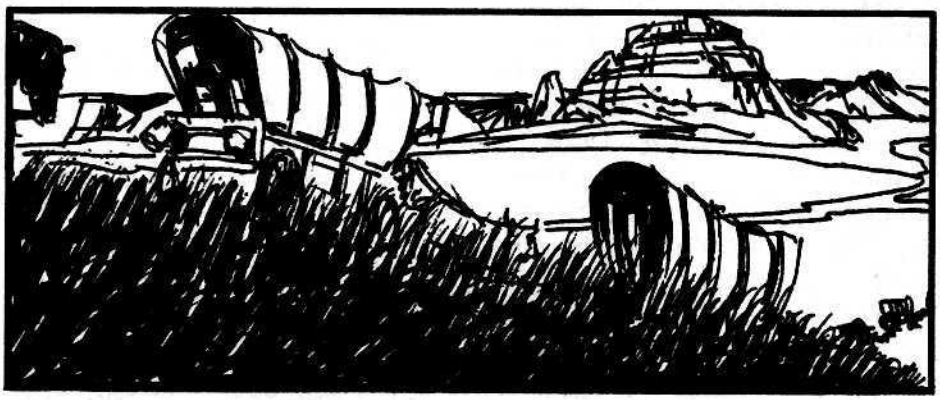
Free trappers can trade with any of the companies and get about $5 per pelt. They spend their money on goods hauled from St. Louis: gunpowder, blankets, coffee, alcohol, mail, newspapers, and all other types of supplies. They cut loose with running, jumping, wrestling, shooting, and riding contests. They eat, drink, brag, and brawl.



The United States: 1811-1822

Gold Fever

On January 24, 1848, James Wilson Marshall saw a lump of yellow metal about the size of a dime at the bottom of the tailrace at Sutter's Mill (now Sacramento). It looked suspiciously like gold. He flattened it between two rocks, boiled it in lye and baking soda, and dripped nitric acid on it. It didn't change. It was gold! By May, fewer than 100 people remained in San Francisco as everyone — even the sheriff — ran for the diggings. The northern California Army lost 716 men of 1,290. Throughout 1848, California and Oregon emptied into the area. In 1849 San Francisco's population grew from 459 to 25,000. There were three routes from the East to the Sierras — overland, around Cape Horn, or through Central America (see sidebar, p. 10).



The 3-month overland route was the most arduous. Trains and riverboats carried prospectors halfway across the country. "Forty-niners" piled up in Missouri and Iowa, waiting for the spring. They followed the Oregon or Mormon Trails, trying to make headway before winter snows blocked the mountain passes. Cholera, mountain passes, deserts, and Indians killed many along the way.

At the goldfields, miners looked for a placer (pronounced "plasser") and staked out a claim. They dug out the most likely material, then swirled it under water to separate the sand and gravel. Fifty pans of dirt per 10-hour day was typical. Many miners teamed up and built various devices to machanize their "panning."

Luck ruled the day, and the first one there didn't always strike it rich. During 1848, hard workers could take out $800 to $1,500 worth in a single day. Miners sometimes succumbed to "lump fever" and abandoned one claim for a better one.

The California rush peaked in 1852 when 100,000 miners found $81 million in gold. With the surface gold panned out, big companies and their heavy equipment gradually took over.

In 1859, gold was found on the South Platte River in Colorado. Prospectors streamed westward and east from California. 100,000 prospectors painted their wagons with the slogan "Pikes Peak or Bust." Most of these "fifty-niners" found nothing and trailed home with the slogan changed to "Busted, by God." Within a decade, Colorado was the biggest gold producer in the U.S.

Cattle Drives

When the U.S. won Texas, Mexican rancheros left their long-horned Andalusian cattle behind. In 1830 100,000 head roamed free; by 1860, 3.5 million dotted southeastern Texas. Hopeful ranchers hired "cow boys" to catch and herd them. The longhorn drives from Texas to railyards north in Missouri and Kansas are the most famous. Drovers faced a number of hazards along the way. Indians farming in Indian Territory (Oklahoma) taxed herds passing through; other Indians attacked. Kansas and Missouri farmers called Grangers fenced their land and shot to keep herds out, fearing they might carry Texas fever (see p. 13). Outlaw bands called Jayhawkers demanded cattle at gunpoint. The Civil War temporarily ended the Texas cattle trade, although some stockmen supplied the Confederates.

By 1865, southwestern Texas was choked with 6 million wild cattle. Texas cattle headed north to Kansas and Missouri rail yards. New ranches in New Mexico, Colorado, Wyoming, and Montana supplied the wagon trains heading west and sent cattle east along the rails.

In 1871, the last big drive headed from Texas to Kansas. Only half the animals were sold. The rest were turned out to graze; three-quarters died during the winter. Between 1882 and 1884, the plains were seriously overgrazed; by 1884, 10 acres barely supported one animal. Droughts and severe winters from 84 through 87 killed hundreds of thousands of cattle and bankrupted the ranchers — by 1887, many stockmen had lost 90% of their herds. Most gave up; others started again.

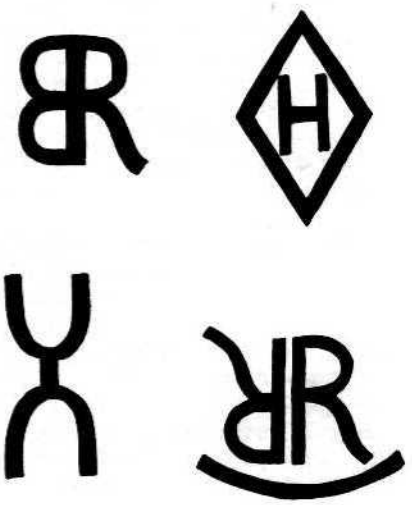
Life on the Cattle Trail

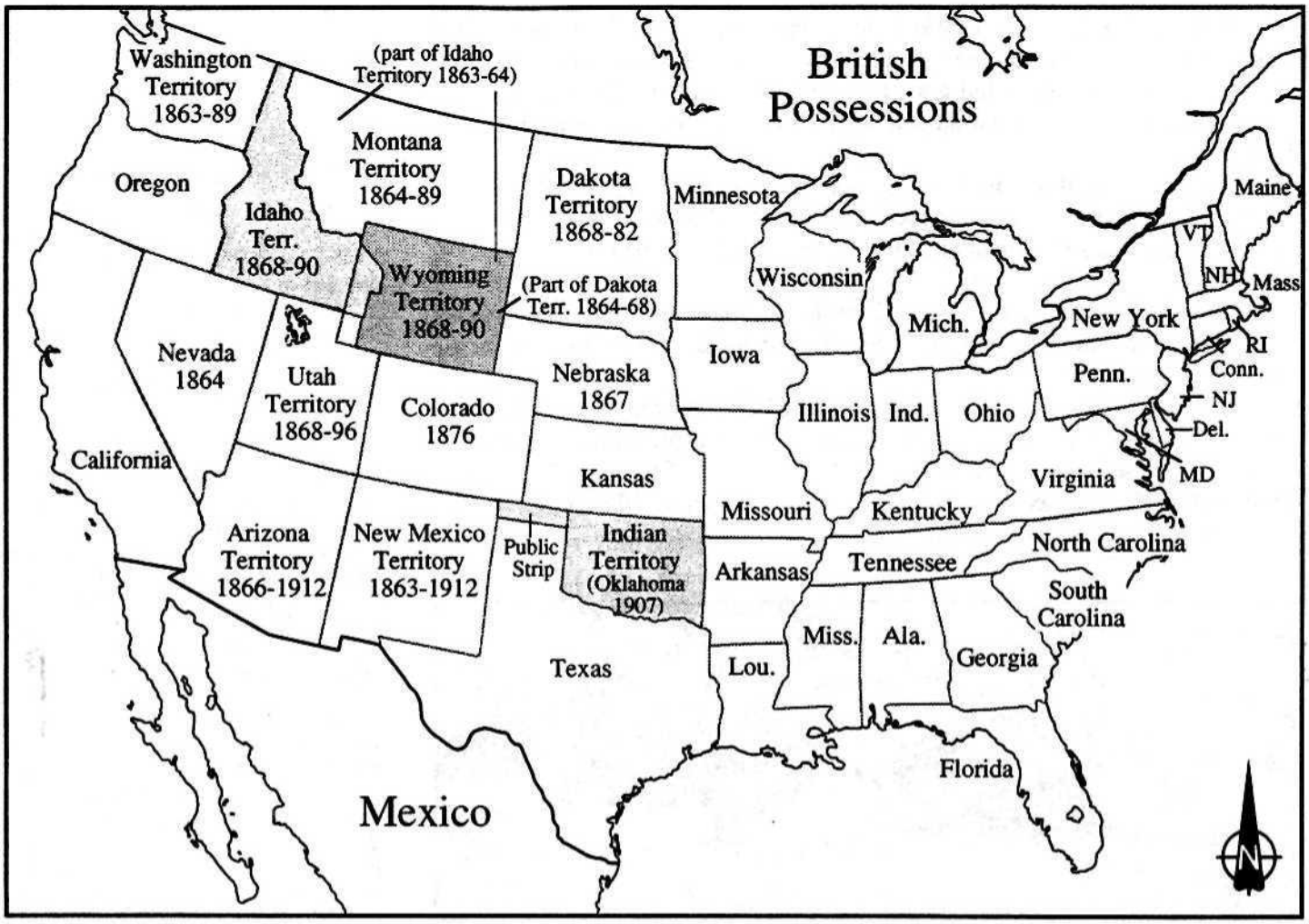
Drive teams need one man per 100 head and include a trail boss, cook, and wrangler, as well as the hands. The cook and wagon ride ahead to prepare meals. The wrangler handles up to six horses per trail hand. The trail boss picks out the route, watering places, and bedding grounds. Lead or point riders direct the herd, swing and flank riders keep the sides from spreading out, and drag riders follow up, eating everyone's dust. Two or three thousand head per drive are common. Steers are good walkers; 4-year-olds are considered best. Driving the cattle 25-30 miles per day for the first few days makes them tired and tractable; 10 miles a day thereafter makes good time. One animal always takes the lead while the herd tends to walk in a loose V. A good lead steer is valuable and may be kept to lead other drives.

The hands let the herd graze at a walk for 3 to 4 miles in the morning, then drive them hard and break at noon. In the afternoon, the herd grazes at a walk again as the hands nudge them into a column. At sundown, the men ride the herd into a tight circle, then ride slowly around, singing to soothe the animals. The first watch goes until 10. At midnight the cattle get up, shift, and lie down again. Second watch lasts until 2, and the third until breakfast.

Cattle stampede at almost anything. Ducks flying up at water holes, storms, strange smells or noises, flashes of lantern light at night — not to mention Indians and cattle thieves — may cause a panicked run.

Drovers tell time and direction by the North Star. The cook points the wagon tongue at it at night and the trail boss checks "tongue north" in the morning.





The United States: 1861-1900

Around the Horn and Across Panama

The 13,000-mile sea voyage around Cape Horn was a favorite route for Easterners bound for California, although it entailed six months of monstrous seas, equatorial heat, bitter cold, illness, and verminous food. With the onset of the Gold Rush, ships from everywhere abandoned their usual business to carry passengers. Old, rotten ships were hauled off mud and sandbanks, patched up, and packed off around the Cape: many never made it. Diaries record much floating wreckage along the route.

The trip through Central America was shortest and most expensive. Boats sailed from New York to the Isthmus of Panama, where small steamboats chugged 17 miles up the Chagres River. Travelers rode Bongos — native flat-bottomed boats — the remaining 75 miles of river, then plodded by mule trains through the jungle to Panama City. Dense jungle underbrush could so block the air circulation that pack animals suffocate. At Panama City, where throngs waited for ships, many gambled away their passage money.

The Waning of the West

By the end of the century, the West was part of the nation, rather than a frontier. Westerners were citizens, no longer pioneers. The final blows to the freedom and danger of the West fell in the late 1880s and early 1890s, with the last of the resisting Indians finally submitting to reservation life. In fact, the "classic West" had almost passed away by the 1870s — railroads and telegraphs spanned the continent, the buffalo were all but gone, and barbed wire fenced the prairies.

With the connection of the east and west coasts by 1869, passengers, goods, and information travelled cheaply and quickly from the Atlantic to the Pacific. Emigration was no longer an arduous, often deadly, six-month journey in a jolting wagon. Whole towns were built around the railroads.

In the late 1860s and early 1870s, the buffalo had three white enemies: soldiers, who said they couldn't tame the Indians as long as their food roamed free; cattle ranchers, who wanted their herds to graze on the prairies; and European army officers, who wanted fine soft buffalo hide coats. An enormous slaughter began and bleached buffalo bones littered the prairies. Passengers shot at the buffalo from train windows. By 1885, fewer than 1,000 wild buffalo remained.

Early ranchers depended on free prairie grazing to support their large, loosely tended herds. Later ranchers preferred to claim and protect parcels of land. During the late '70s, ranchers strung barbed wire across the prairies,

marking their pasture boundaries and penning their herds. Open prairie became real estate. Ranchers killed fence cutters and cattle rustlers.

A few vestiges of the Old West remained at the end of the century. Butch Cassidy and the Sundance Kid rampaged in the late '90s and early 1900s; cowboys rode the much tamer range; national parks preserved some of the wilderness. But the magic was gone.

Western Society

Life in the Old West varies wildly from location to location. One town may be a peaceful village, filled with friendly and helpful citizens. But the next city might be run by crooked lawmen and corrupt judges, with "deputies" extorting loot from all passing through!

Western Towns

Whether its economy is based on cattle, mines, railroads, or buffalo, a typical Old West town is wide-open and wild. The best have a "Boot Hill" to fill the last need of those who meet a sudden death. Businesses line the broad Main Street — post office, hotel, general store, apothecary, bank, church, livery stable, newspaper office, barber shop, and saloons — their elaborate facades hiding the cheap construction behind. Boardwalks keep the dust and mud in the street, while wooden porch roofs provide shade. Here and there a sign advertises a doctor or a lawyer, or offers rooms for rent.

Town founders, hoping their budding community will prosper, first arrange for a town newspaper. The editor sings the praises of the growing city for the benefit of out-of-town readers. He may have to set up his office and printing press outside a hastily-erected shack until a more permanent building goes up.

The next important arrival is a hotelkeeper, to accommodate prospective townsmen and any passersby. A saloon invariably appears as well. The general merchant and his "shebang" (general store) is vital. If blacksmiths and other craftsmen don't immediately flock to the emerging boomtown, gifts of town lots may encourage them. Towns bidding for the county seat usually erect a courthouse and jail.

A hopeful metropolis is abandoned when prosperity fails to appear — if the railroad passes it by, or the mines pan out. Other hazards townsfolk face include fire, flood, pestilence, and lawlessness.

Disaster

Nature can be cruel, and pioneers will encounter extreme temperatures and weather in the West. (See *Weather*, p. B187.) The northern Great Plains suffer winter temperatures well below freezing, while Death Valley soars above 120° in the summer. Dangerous weather includes tornadoes, blizzards, high winds, and dust and sand storms. Swarms of locusts, drought, or sudden hailstorms may wipe out entire crops. Prairie fires, earthquakes, avalanches and mudslides present further trouble.

Blizzards

Blizzards plague the mountains in winter. They close passes and trap travelers. On the plains, winter winds may pile snow in drifts 30' deep. Deep snow creates *very bad terrain* (see p. B188), making travel nearly impossible. Business comes to a standstill until shovels, hard work, and horses clear the roads.

For information on freezing to death and other effects of cold, see p. B130 and sidebar, p. B188. Travelers are likely to become lost in blizzards as well.

The Unfortunate Donner Party

In 1846, a group of families known as the Donner party set out from Illinois along the Oregon Trail for California. Their trip was trouble-ridden from the beginning. They started late in the year, argued, split up, reformed, took unproven shortcuts, and progressed much more slowly than was wise.

They ran into serious trouble in the Great Basin desert — 100 oxen died and families abandoned their wagons and supplies. Poorer party members ran out of provisions entirely. On September 30 at the Humboldt River, James Reed killed a driver in an argument. He was expelled from the party and rode for California, where he organized an expedition to bring back supplies.

By October 31, some of the party were camped at the foot of Truckee pass (now Donner pass), and some were 5 miles behind at Alder Creek. Blizzards would soon make travel impossible. Some families attempted the pass, but snowdrifts and a storm forced them back. Reed's rescue party turned back when their horses died in the snow. Both camps were starving. They ate the livestock, made gruel from flour, and toasted a fur rug. They seasoned boiled hides and bones with pepper. One family's dog fed five for a week.

In mid-December, 17 from Truckee Lake attempted the pass on snowshoes. They had no provisions or supplies. One man, dying of cold and hunger, urged his daughters to eat his flesh. The survivors tried to hold off, but ate roasted meat the next day. They continued, eating those who died. After a month on foot, seven lived to reach the Sacramento Valley. When rescue parties reached the camps, 13 were dead and the survivors nearly mad. Cannibalism was commonplace at Truckee Lake. Of the original 81 travelers, 47 survived.

The Quest for Statehood

Throughout the 19th century, Congress divided federal land into *territories*. Although each had its own governor, legislature, and court system, the federal government limited territorial rights. Territorial delegates to Congress could not vote, and the government reorganized territories at will.

Most people considered statehood desirable and inevitable, although some preferred the relaxed laws many territories enjoy. To attain statehood, a territory had to meet certain requirements — especially concerning population — and establish a constitution. The location of the state capital was usually a matter of serious, long-term politicking; every town wanted to be the capital! In some states, small wars were fought over the state records.

Status and Cost of Living

Status	*Monthly Cost of Living*
7 (President)	$10,000
6 (Governor, senator)	$5,000
5 (Business baron)	$3000
4 (Large business owner)	$1500
3 (Big-city mayor)	$750
2 (Mayor, federal judge)	$300
1 (Merchant, lawman, Military Rank 4 or 5)	$120
0 (Average citizen, Military Rank 2 or 3)	$60
-1 (Laborers, Military Rank 0 or 1, Outlaws)	$30
-2 (Street beggar, Reservation Indian)	$5
-3 (Slave)	$0

Reduce monthly cost of living by 50% if the character's job provides Room and Board.

Boom and Bust

The 19th century was marked by financial instability, especially in the West. The wages given in the *Job Table* (p. 40) are guidelines only. In boom towns, (mining towns, railroad terminal towns, etc.), both wages and costs of living may be multiplied by 5 or more. Interest rates on loans will be as high as 25% a *month*. A critical success on some job rolls can mean profits or a strike worth $10,000 or more.

In times of bust, once-thriving communities become ghost towns as citizens move on in search of jobs. Wages drop drastically as the source of wealth dries up, and prices follow.

Fire

With many towns hastily constructed of wooden buildings, devastating city fires occurred throughout the century. Mining communities, with rowdy inhabitants, were particularly susceptible — San Francisco burned six times in two years.

Prairie fires are just as frightening. Lit by lightning, accident, or hunting Indians, they sweep across the plains at speeds up to 20 mph. Buffalo herds stampede (see p. 122), crushing everything in their path — not far behind are the flames themselves. Getting caught in the flames is deadly (see pp. B129-30).

Disease

Diesease is a frightening frontier hazard. Doctors can do little except relieve the symptoms (see the *Physician* skill, p. 34). Some epidemics affect horses and mules, crippling a region's tranportation and communications for a month or more, but diseases that take human lives are most feared.

For general rules concerning disease, see p. B133.

Cholera

Many pioneers died of cholera. An epidemic occurred in the Mississippi Valley in 1870-73, with a mortality rate of 50%.

Pioneers may contract cholera from contaminated water or food. The GM rolls against the character's HT, with no modifier — infection takes place on a failed roll. After an incubation period of 1d-3 days, the victim will suddenly produce 3-4 gallons of watery diarrhea, followed shortly by vomiting. He will

dehydrate so rapidly that his flesh shrivels. Cramps and cold, clammy skin, come next — he will soon be too weak to move.

Victims of cholera roll against HT each day they suffer symptoms. A critical failure results in death. On a normal failure, the patient loses 4 HT and 4 ST. If either drops below 0, death results. As death is caused by dehydration rather than the disease itself, the HT roll is at +1 for each gallon of water the victim can drink that day, for a maximum bonus of +4. Drinking alcohol, tea, or coffee doesn't affect the HT roll.

The disease will run its course in 1d+1 days.

Rabbit Fever

Westerners may catch *tularemia,* or "rabbit fever," by handling or eating an infected rabbit or hare. The GM rolls against the character's HT+1 — failure indicates the victim contracts the fever. It resembles bubonic plague, but is much less severe. Symptoms appear 3-5 days later and include severe headache, body aches and fever. Ulcers form at the site of initial infection (often the hands), and the armpits swell painfully. The disease lasts 2d+10 days. Each day, the patient rolls against HT; failure results in loss of 1 HT; success allows the recovery of 1 HT. Critical success indicates complete recovery. All DX and IQ rolls are at -1 during the course of the disease.

Texas Fever

Texas fever was a common and dreaded cattle disease in Texas, Oklahoma, and Kansas during the 19th century. It's spread by ticks, although farmers of the time blamed the Longhorns. Any bovine exposed to an animal carrying infected ticks must roll against HT+4 or contract the fever. The disease attacks the red blood cells, causing anemia. The animal loses 2 ST each day. Only a critical success on a daily HT roll will allow the animal to recover.

The Law of the West

The frontier attracts many interested in easy fortunes or fleeing the law. Eastern sheriffs close cases with the notation "G.T.T." — "Gone to Texas." Endless opportunities for crime, coupled with inadequate law enforcement, result in the famous Western lawlessness.

Some local peace officers can handle any trouble. When local officials are afraid to act, county sheriffs or Federal marshals sometimes apprehend outlaws. But arrest doesn't always lead to punishment. Few justices of the peace have a Law skill higher than 10. Some outlaws have powerful Patrons who make judges, prosecutors, and juries nervous. It takes a Federal judge, or an honest circuit judge, to make the frontier court system effective. And frontier jails are rarely strong enough to hold outlaws for long. Towns without jails chain prisoners to a tree or in a livery stable. Keeping court documents safe is a problem, as well.

When the law failed, citizens tend to take matters into their own hands. The "hemp fever" or "lead poisoning" dealt out by vigilantes is swift and sure — often more effective than the legal process. Vigilance committees hold informal hearings, pass judgment, and carry out sentence within hours. Some committees have constitutions and bylaws, enforcing the law when local authorities fail. Others are mobs.

Taxes

Many communities have trouble raising tax money for the simple reason that residents have very little taxable property. Homesteaded land is free from taxes until the claim is finalized — usually after 5 years of occupation.

For game purposes, the GM may assume taxes constitute part of the normal Cost of Living. If he needs to relieve PCs of excess cash, he may have the PCs' community impose any special "emergency" taxes desired. The building of churches, schools, roads, and other civic improvements make good excuses for tax collection and fund raising.

Regional Accents

On the frontier, with no mass media to smooth out regional accents, travelers may easily place people they meet by their accent. With a successful IQ roll, a character knows the general region of origin — Ireland, Germany, New England, the Southwest, Canada, and so on. (This is automatic if the character has Area Knowledge of the region in question.) A listener may place an Indian's tribe of origin on a roll of IQ-2 provided he knows the language the Indian is speaking *and* has either Area Knowledge of the tribe's territory or the *Heraldry (Indian Tribes)* skill.

Recognizing a faked accent requires a Contest of Skills between the IQ or appropriate Area Knowledge of the listener, and Acting of the speaker.

"Howdy, Pardner!"

Adventuresome players can bring an Old West flavor to their characters through the liberal use of words like "pronto," "oughtn't," and "ain't." Phrases such as "I reckon" and "nary a one" will also help. Drawin' 'em out in a low drawl won't hurt none, neither. Good cussin' words include "gawddamm" and, of course, "sonuvabitch." And don't forget whoops of "hoo-eee!" and "yee-haw!"

For cowboy slang and other ideas, see *A Dictionary of the Old West* by Peter Watts.

Excerpts From San Francisco Police Blotters

Hyppolite Boveau, a Frenchman, fired a pistol in the street and did not know any better. Discharged.

Colonel Waters of the Curbstone Rangers was picked up helpless drunk on Kearny Street and taken to the station house in a wheelbarrow. Fined $5.

Three Frenchmen with unpronouncable names were found very noisy on Pacific Wharf and fined $5 each.

Color Harmony — Henry White and George Brown, being very blue, went into Green Street and blacked each other's eyes. Fined $25 each.

John Briggs, found comfortably drunk on Long Wharf. Discharged on promise to reform.

Guadalupe Parvenise, sleeping with a friend Sunday night, abstracted $10 from his pocket, for the purpose, he said, of preventing somebody else from taking it. Sent down for 3 months.

(Compiled from the Police Court Column of the *Daily Alta California* in 1852)

Dangerous News

Western publishing could be quite dangerous. Jesse Randall, a Democrat and publisher of the Georgetown, Colorado *Courier*, was forced to dodge cannon balls blasted through his front window by angry Republicans. William N. Byers, editor-publisher of the *Rocky Mountain News*, was kidnapped by outlaws when he made derogatory remarks about their favorite saloon. Cheyenne, Wyoming's Asa Shinn Mercer, who published the *Northwestern Live Stock Journal*, was jailed by the local cattle barons when he imprudently called them "the Banditti of the Plains." The publisher of the Ogden, Utah, *Morning Rustler*, unpopular and vociferous, was tarred and feathered. In Medicine Lodge, Kansas, due to a shortage of tar and the cost of feather beds, the subscribers of the *Barber County Mail* merely coated editor M. J. Cochran with sorghum molasses and sand burrs, then rode him out of town on a rail.

Communication

Settlers and prospectors need information from the East. Many travelers carry letters west with them, passing them on to other travelers until — with luck — they reach the addressee. This system is slow but surprisingly effective; most people are fanatically honest about others' mail. Communication is even slower in the other direction.

As the West became settled, expressmen established regular mail and freight routes. Many lasted only a few years. A few endured. The transcontinental telegraph and railroad rapidly replaced them as the major delivery systems (see Chapter 3).

The Telephone

Alexander Graham Bell patented his invention in 1876 and 1877. During the 1880s the telephone began to appear in the West. Originally a toy for the rich, it became an indispensable tool, especially for doctors and law enforcement officials.

Newspapers

Western newspapers of the 1840s rarely had large readerships. They used flowery language and satire intermixed with passionate political and social diatribes. Humor, politics, and fanciful stories made popular newspaper fare. Extravagant names were common — Oregon had *The Flumgudgeon Gazette and Bumble Bee Budget* with a readership of 12 by 1845, and also boasted the *Like It or Lump It*.

Professional reporters — war correspondents — began to appear in the early 1860s. Later reporters scoured the West for interesting news. The two leading Eastern pictorial magazines, or "illustrateds," of the day were *Harper's Weekly*, with a readership of 100,000, and the smaller *Frank Leslie's Illustrated Newspaper*. Both use illustrations to increase circulation.

Education

State and territorial governments' public education administration include a board of education, a superintendent of schools for each county, and a board of trustees in each district. Young communities that can't afford a public school sometimes ask an educated townsperson to teach for $1 per pupil per month.

As soon as possible, a town erects a schoolhouse. Typically, this is a wooden building about 20 × 30 feet with a table, chair, blackboard, iron stove, benches, and a few schoolbooks. The county superintendent awards teaching certificates to qualified candidates. Prospective teachers must pass an examination on 11 subjects, including teaching methods. The scarcity of teachers encourages many superintendents to overlook candidates' shortcomings.

Many frontier children receive little or no education, despite the public elementary schools. (See *Literacy*, p. 28.) Private academies in the West offer educations equivalent to that of public high schools, and there are a few seminaries and colleges, but few can afford the fees.

Adult education takes the form of lecture and debating societies. Members meet weekly or monthly to discuss politics, philosophy, poetry, and other subjects.

Religion

Many settlers came to the West in search of religious freedom. Larger denominations include the Methodists, Baptists, Presbyterians, Congregationalists, Roman Catholics, Episcopalians, and Lutherans. Smaller sects include Moravians, Dunkards, Anabaptists, and Quakers.

Some families travel 30 to 50 miles to attend services; some worship at home. Many communities erect a common church — each creed holds services on alternating Sundays. Itinerant preachers ("circuit riders") make the rounds of neighboring communities. Ministers are usually settlers, mixing spiritual labor with farming.

Entertainment

Drinking, gambling, and whoring are popular pastimes in the Old West, but Westerners delight in everything from boxing bouts to Shakespeare. Every city has a theater house and traveling opera companies perform Gilbert and Sullivan and Italian operas.

Smaller communities make do with the talents of their citizens — local fiddlers, accordion players, "hoe downs," county fairs, and other gatherings broke the monotony. People hoard every bit of printed material — newspapers, magazines, books, and mail-order catalogs — for leisure reading.

Saloons

In addition to drinks, many saloons offer gambling, dancing girls, boxing, and billiards. Some saloon owners install a stage for shows. Rowdy cowboys ride their horses into saloons, ordering drinks for their mounts or playing horseback billiards.

The Mormons

In the middle of the century, religious persecution drove the Church of Jesus Christ of Latter-day Saints West in search of refuge. Under the leadership of Brigham Young, the "Mormons" struck out across the Plains. Their destination was unknown when the journey began. In July, 1847, Brigham Young reached the valley of the Great Salt Lake and announced, "This is the place."

The 1,300-mile migration of the Mormons was brilliantly organized. Pulling the "divine handcarts" with all their possessions, refugees headed West in groups of 10, 50, or 100. Those in the forefront plowed fields and planted crops, to be harvested by those who followed. Even so, many Mormons perished.

Their new home was one of the least hospitable places in the West. With discipline and a high degree of organization, the Mormons dammed rivers and built a thousand miles of canals to irrigate the desert. For a time, the faithful gained the freedom from persecution they had hoped for.

Revivals

Westerners love camp meetings. They're just like fairs, except for a higher purpose and without the livestock. Many religious folk, whether farmer, tradesman, or professional, eagerly take a day — or a week — off to attend a revival. Revivals draw their fair share of rowdies, too, and those who just want the free food. Hundreds typically attend a revival; some draw thousands.

A camp meeting begins with a hymn led by "evangelical singers." Attendees then "testify," telling emotional stories of how they were saved from sin and misery. More songs, prayers, and Bible readings follow. The revivalist encourages those who want to be saved to come forward — there's much crying and fainting, and perhaps some speaking in tongues. The whole thing concludes with tearful songs of thanksgiving and praise and a collection for the preacher.

Army Posts

In the early days of the Old West, many Army posts were isolated, temporary forts thrown up in the wilderness to protect the advancing tide of civilization. A *command* might be housed in tents or makeshift houses. A *cantonment* was a more permanent post with buildings but no extensive fortifications. Most truly permanent forts were walled and well-protected.

Early forts are rarely well-constructed. Even the officers suffer poor quarters. The barracks for enlisted men are overrun with tarantulas and snakes in the Southwest and rats on the Northern Plains. Privies are outside. Soldiers take baths in half-barrels brought into the mess hall once a week. Later forts sport two-story houses complete with lawns for the officers. Even the enlisted men's barracks get spruced up, with springs and mattresses for the bunks and kerosene lamps instead of candles.

Flora and Fauna

The Central Lowlands

Along the upper reaches of the Mississippi river, stands of spruce, balsam, pine, oak, hickory, and maple near rivers and lakes interrupt the prairie grasslands. Travelers may encounter moose, deer, buffalo, marten, fisher, timber wolf, wild turkey, prairie chicken, deer, skunk, fox, rabbit, or cougar.

In the central region, stands of trees punctuate the prairie grasses along river valleys and near lakes. White-tailed deer, squirrel, red fox, quail, pheasant, wild turkey, and bear are common.

Oak, pine, cypress, pecan, bay, elm, willow, magnolia, and the moss-festooned live oak grow in forests along the lower Mississippi. The traveler may find squirrel, deer, rabbit, wild turkey, quail, brown bear, panther, wolf, opossum, bobcat, woodchuck, weasel, muskrat, wild ducks, geese, or pheasant. Poisonous snakes include the water moccasin, copperhead, rattler, and coral snake — non-poisonous snakes include the king snake, black snake, blue racer, and garter snake. The water teems with turtles, frogs, lizards, conger eels, alligators, bass, pickerel, perch, sturgeon, catfish, and freshwater mussels.

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Cowboy Amusements

Cowtowns furnish endless diversions after a long trail drive. Dancing, gambling, and drinking filled the nights. Cowboys often celebrate by "yahooing" — riding up and down the main street, shooting up the town. Despite the damage and injury, citizens grudgingly put up with these shenanigans — relieving cowboys of their hard-earned pay is good business.

Cowboys on the range swap news, tell stories, sing, and show off. Annual *rodeos* (roundups) feature tests of endurance and horsemanship after the day's work, followed by dancing. Cowboys obligingly ride broncs and wrestle steers for passing tourists.

Military Pastimes

To relieve the monotonous Army life, almost every Plains fort sports a pack of greyhounds. Officers course the dogs after jackrabbits, coyote, and antelope, and hold buffalo hunts and turkey shoots. The officers' club provides gambling, billiards, bowling-alleys, and dancing.

The enlisted men hold dog-fights. Lasso-throwing games, where contestants try to rope a running man, offer cowboys-turned-soldiers a chance to show off. A ball and a handy stick mean baseball. Horseshoe courts and dammed-up skating streams provide lazy sport. Of course, there's always story-telling, gambling, chess, and checkers. Many soldiers visit Indian camps on their days off, poking around Indian "graveyards" or dallying with the squaws.

Everyone attends formal dances, although officers and their wives don't dance with the men.

Entertainment at the Diggin's

Almost every form of miners' entertainment involved betting: dueling, cockfights, billiards, shooting galleries, and bowling matches. One mining camp held a traditional Mexican bull fight, complete with imported matador. An amazing amount of dancing about the improvised bullring resulted in no injury to the matador — or to the bull. The dissatisfied miners ran the matador out of the ring and set dogs on the bull. When that proved no more exciting, the crowd left in disgust. Another bullfight, between two bulls, was equally disappointing — both bulls had hauled wagons across the prairie and were quite placid.

Prize fights sponsored by miners were brutal tests of endurance rather than skill. With no scoring system, it could take hours for a contestant to win.

In winter, entire communities went sledding. Horse-drawn sleds hauled improvised toboggans and racing sleds up the mountainsides. In Black Hawk, Colorado, the favorite slide was a mile and a half long and took three minutes. And even miners fancied dancing, theaters, music, and lectures.

Circuses

As early as 1815, a circus boat traveled down the Ohio River. Showboats plied the Erie Canal in the 1820s. The Spalding & Rogers circus had a gas-lit showboat — the "Floating Palace" — on the Mississippi and Ohio rivers in the 1850s. It cost $1 just to stand on the deck and peer through the windows at the show. In the 1870s, railroads began offering half-rate Circus Day excursions.

A few days before a circus comes into town, residents find colorful posters plastered up along Main Street. Pictures of enormous elephants, snarling lions, and beautiful female acrobats in pink tights promise exotic delights. In the early morning hours of circus day, a gaudy red-and-gold train rolls to a stop and discharges men and elephants who begin the work of setting up in a vacant lot.

It takes 2-4 hours for the roustabouts, guying-out gang, and the elephants to raise the Big Top. The menagerie and side show tents go up next. Local boys earn free passes carrying endless buckets of water for the elephants. A circus

parade through the center of town advertises the first show. Crowds flock to the midway for cotton candy and games. The circus treats the town to two or three shows in the afternoon and evening. It may stay as long as a week, but as often as not it rolls out of town late that first night.

Circus day is rarely trouble-free. Professional gamblers and thieves mix with the crowds. Local people, hating to be tricked, may protest the poetic license circus men use in their advertising. Arguments or even pitched battles between circus rabble and local rowdies are common enough in the Old West for showmen to habitually go armed.

The Land

West of the Appalachians lie the interior lowlands, with the great rivers of the continent — the Mississippi, the Ohio, the Missouri, the Arkansas, and the Red. West of the Mississippi, the land rises through the Great Plains to the Rockies. Between the Rockies and the Pacific coast lie arid basins, plateaus, and mountain ranges. And south of it all, a low coastal plain stretches from New York City to Florida and west past New Orleans to the Mexican border.

The Mississippi River and the Central Lowlands

Traveling 2,348 miles from its source in Lake Itasca in Minnesota across the interior lowlands, the Mississippi is the longest river in North America. Algonkian-speaking Indians named it the "Father of Waters" — Misi meaning "big," and Sipi for "water." It empties 350 billion gallons into the Gulf of Mexico every day.

The Mississippi's northernmost reaches wind through low countryside dotted with lakes and marshes. To the south, it flows past steep limestone bluffs, gathering speed as it goes. Its curving channel forms cutoffs and swampy backwaters. Along the river's upper reaches, temperatures range from 1° to 80° and rainfall averages 25 inches. Cold polar air sweeps through in winter. Summer may bring droughts, thunderstorms, or tornadoes.

The Ohio flows into the Mississipi. The Missouri — "Big Muddy" — adds enormous quantities of silt as well as water. The Mississippi is brown and often a mile and a half wide south of these rivers. Early rains in the Great Plains or early spring thaw runoff may flood the lower river. Most of the 40" of rain received in this central region falls in late spring and early summer. Temperatures vary from 30° to 75°.

The great Central Lowland stretches from western New York State to Central Texas, and from the Gulf of Mexico to Saskatchewan. Much of it is flat, or dotted with low, round hills, with very little rough terrain. To the south, the subtropical climate of the lower Mississippi sees 55" of rain and temperatures from 45°-95°. Thunderstorms come in midsummer and hurricanes in late summer and early autumn. To the north lie the Great Lakes, in extensive forests and fertile land.

The Great Plains

Called the Great American Desert for much of the 19th century, the Great Plains roll between Canada and Mexico. This semi-arid grassland is nearly 500 miles wide. A few tree-covered mountains — the Black Hills of South Dakota and the mountains of Montana — rise 1,500 to 2,000 feet above the Plains. The Missouri, Arkansas, Red, and other rivers flow east across the Plains in broad, shallow valleys with steep sides.

Cold winters and warm summers prevail, but low precipitation, high winds, and sudden changes in temperature are the norm. Severe blizzards occur south to Texas. Most of the 20" of rain falls in the spring, with occasional violent

Flora and Fauna (Continued)

The Great Plains

Blue-stems and other tall grasses grow 6' in the northern plains. In the east and south, deep, black, fertile soil supports heavy grass cover — wheatgrass and buffalo grass grow 1' to 3' in the south. Cottonwood trees line the rivers, while junipers and pines cling to rocky outcrops. Herds of grazers — pronghorn antelope and buffalo — roam before white settlers fill the plains. In addition, the Plains abound with coyotes, prairie dogs, rabbits, badgers, and field mice. Porcupines, raccoons, squirrels, and a myriad of other creatures inhabit pockets of woods dotting the river valleys.

The Rocky Mountains

Buffalo grass, sagebrush, and bunch grass grow in dry areas, aspen and cottonwood at rivers. Brush begins at 6,000': the juniper, sagebrush, scrub oak, and piñon support gray fox, skunk, raccoons, and prairie dogs. From 8,000'-10,000', ponderosa and lodgepole pine, Douglas fir, and aspen grow. Spruce and fir flourish up to 11,500'.

The slopes from 8,000'-11,500' supports grizzly, brown, and black bears, moose, antelope, elk, mule deer, bighorn sheep, puma, lynx, wolf, coyote, beaver, wolverine, red fox, otter, mink, marmot, porcupine, weasel, and deer mice. The golden and bald eagle, ptarmigans, osprey, water ouzel, and other birds soar among the peaks. Low-growing alpine vegetation, such as glacier lilies and over a thousand species of wildflower, sprinkle the mountain meadows.

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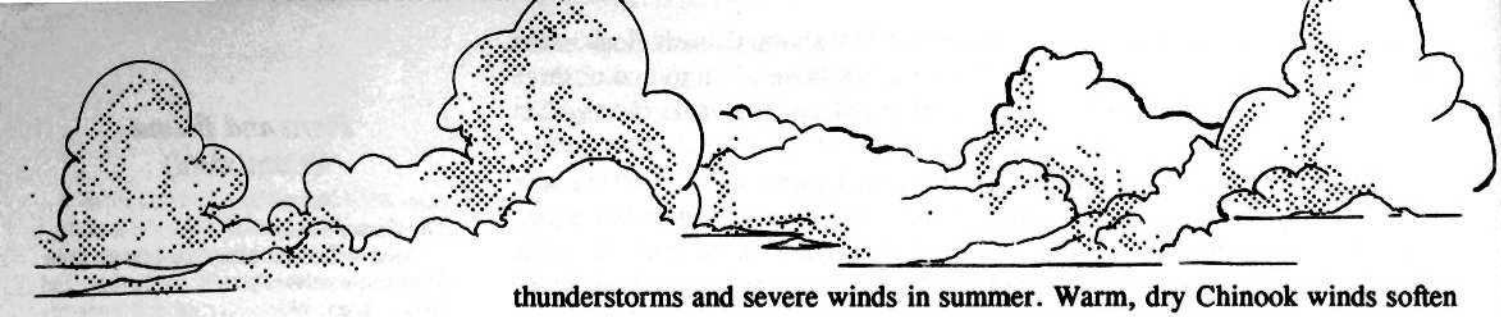


thunderstorms and severe winds in summer. Warm, dry Chinook winds soften the winters near the Rockies and Black Hills of South Dakota.

Flora and Fauna (Continued)

The American Deserts

Scrub and grasses grow in the desert — the Joshua tree, sagebrush, mesquite, soapweed, iodine bush, creosote bush, and cacti; saltgrass, grama, dropseed, curly mesquite. The desert supports reptiles, numerous small birds, and migrating waterfowl. The rare desert pupfish swims in some springs.

Piñons and juniper dot the mountain foothills. Aspen, ponderosa pines, lodgepole pines, ancient bristlecone pines, and Douglas firs grow in the mountains. Animals include elk, moose, cougar, beaver, mink, marten, weasel, muskrat, badger, fox, pronghorn antelope, mustangs, mule deer, bighorn sheep, coyote, jackrabbit, rodents, and rattlesnakes. Partridge, pheasant, grouse, wild turkey, bald and golden eagle, vulture, hawk, and sea gull fly here. The mountain streams may hold bass, catfish, carp, perch, and trout. The few grassy areas in this region see occasional buffalo.

The Pacific Coast

Along the coast, thick forests climb to the timber line at around 7,000 feet: Douglas fir, ponderosa pine, Sitka spruce, hemlock, oak, cedar, maple, alder, and birch. Sagebrush and bunch grass grow in the drier areas. Deer, antelope, elk, bear, cougar, bobcat, marten, skunk, fox, coyote, small game, and game birds live here. The seas and rivers are home to sea lions, sea otters, whales, trout, sturgeon, salmon, crab, and shellfish.

The California deserts support bighorn sheep, wild burro, coyote, hare, sidewinder rattlesnake, lizards, and the huge California condor. The Central California Valley grows bunchgrass and other short grasses as well as sagebrush and shrubs. The bushes and small trees of the chaparral lie about 2,000 feet above sea level and support deer, rabbit, coyotes, rattlesnakes, tortoise, and rodents. Redwoods, yellow pine, and sequoia grow in the northern forests, which support deer, bear, and cougar. Salmon, bass, trout, and shellfish splash in the rivers and ocean.

The Rocky Mountains

The Rockies stretch from northern Canada to New Mexico, several hundred miles wide in places. Northern landscapes offer snow-capped peaks, conifer forests, wide intermontane valleys, and clear, cold streams. The Colorado ranges' colorful sedimentary rocks dominate a rugged, beautiful country. The Colorado Front Range rises abruptly from its base to rolling alpine meadows at about 11,000 feet. The mountain peaks seem like low hills above the meadows.

Temperatures range from 20°-90° and rainfall from 10''-40''. Late spring brings rains, summer occasional hailstorms and droughts. Winter brings blizzards and high winds.

American Deserts and Plateaus

True desert is confined to the Southwest and Great Basin areas. In the lowland rain shadows of the western ranges, the thin, light-colored soil supports scattered woody scrub and cactus. The desert areas receive barely 6'' of rain per year and are subject to cold winters (25°) and hot summers (90°).

The Rocky Mountains on the east and the Pacific ranges on the west enclose this 600-mile-wide arid region stretching from Mexico nearly to Canada. The Colorado Plateau in the southwest holds mesas, buttes, and steplike canyons cut from colored rock — the Grand Canyon is here. Northwest lies the Great Basin, its north-south ranges separating deep, flat valleys. Very little rain falls here and the Great Salt Lake and most other Basin lakes are saline. The Wyoming Basin, a peninsula of the Great Plains, forms a westward corridor through the Rockies to the Great Basin.

The Pacific Coast

The Cordilleras — the mountain chains that border the Pacific coast — include the Sierra Nevada and Cascade ranges. The Sierra Nevadas' western slopes tilt toward the ocean, but the eastern escarpment is nearly two miles high. Mt. Whitney, the loftiest of the Sierras at 14,494 feet, stands near Death Valley, at 282 feet below sea level. The tan basalt of the volcanic Cascades contrasts with the white of the glacier-formed, granite Sierras.

The northern Pacific coast enjoys cool summers and mild winters, and the northwestern rain forests gradually give way to the desert of southern California. The rain forests support conifers, redwoods, and fifty other species of trees, primarily on the western slopes.

The coastal climate varies from rain forest in the north to desert in the south. The northern areas see up to 150'' of rain on the western slopes, as little as 10'' inland. Temperatures range from 40°-70°. Winter brings heavy snows and summer sees dry, cyclonic coastal storms. California is rainy from October to April, and dry from May to September, with between 80'' and 15'' of rain falling from north to south. The coast has few natural harbors, with San Francisco Bay — one of the finest in the world — an exception. Earthquakes and forest fires are common.

Western Timeline

1800 — Federal government moves from Philadelphia to Washington, D.C.

1801 — Jefferson becomes third President.

1802 — West Point established.

1803 — Louisiana Purchase. Ohio becomes a state.

1804 — Lewis and Clark begin their expedition.

1806 — Lieutenant Zebulon Pike discovers Pikes Peak.

1808 — Manuel Lisa establishes the Missouri Fur Company.

1809 — James Madison becomes fourth President.

1811 — Tecumseh defeated at Battle of Tippecanoe, Indiana. First steamboat, *New Orleans* on the Mississippi.

1812 — U.S. declares war on Great Britain. Louisiana becomes a state.

1814 — War of 1812: the British burn Washington; invasion of New York fails; treaty of Ghent (December 24th) ends the war.

1815 — Andrew Jackson defeats British at New Orleans.

1816 — Indiana becomes a state.

1818 — James Monroe becomes fifth President. Mississippi and Illinois become states. U.S.-Canadian boundary fixed; U.S. and Britain agree to occupy Oregon Territory jointly. Savannah is the first steamship to cross the Atlantic (26 days).

1819 — The first paddle-wheeler, *Independence*, on the Missouri. Financial panic seizes the nation. Spain cedes Florida to the U.S. Alabama becomes a state.

1820 — Missouri Compromise prohibits slavery north of Missouri. Missouri admitted as a slave state; Maine admitted as a free state. U.S. Land Law fixes minimum cost at $1.25 per acre.

1821 — Mexico achieves independence. Stephen F. Austin arrives in Texas. Santa Fe Trail opens trade with northern Mexico. Hudson's Bay Co. merges with rival North West Co. Missouri becomes a state.

1822 — Rocky Mountain Fur Co. founded in Missouri. First fur-trapping expeditions up the Missouri to the Yellowstone.

1823 — Monroe Doctrine closes America to further European colonization. Texas Rangers are founded.

1824 — South Pass through the Rockies discovered by Jedediah Smith. The House elects John Quincy Adams sixth President after bungled election.

1825 — First Rendezvous. Erie Canal opens.

1828 — Democratic Party formed.

1829 — Andrew Jackson becomes seventh President.

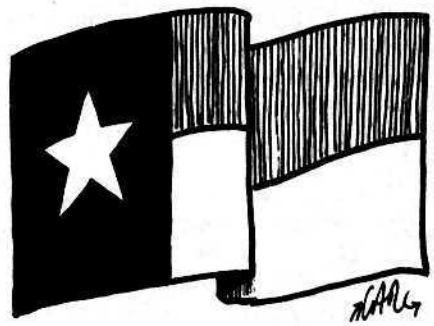
1830 — Indian Removal Act promises land West of the Mississippi River to the Indians. First commercial railroad opens in the East.

1832 — First emigrants travel the Oregon Trail.

1833 — Santa Anna elected president of Mexico. San Felipe convention in Texas.

1834 — Fort Laramie trading post (Wyoming) established by Sublette and Campbell; military post 1849-90.

1835 — Texas Revolution begins: San Antonio beseiged. Texas Rangers formally organized. Cyrus McCormick patents mechanical reaper.



1836 — Texas Revolution ends: the Alamo and San Jacinto; Sam Houston becomes President of Texas. First white women (Narcissa Whitman and Elizabeth Spalding) travel the Oregon Trail. First Colt Revolver manufactured. Arkansas becomes a state.

1837 — Martin Van Buren becomes eighth President. The Panic of 1837 depresses the economy.

1838 — Trail of Tears: forced Cherokee removal to Indian Territory.

1839 — First baseball game.

1840 — Last Rendezvous.

1841 — Ninth President William Henry Harrison dies a month after inauguration. John Tyler becomes tenth President.

1842 — Treaty with Britain settles northeastern U.S. boundary. John C. Fremont begins explorations of the West. Ether first used as anesthetic.

1843 — Fort Bridger (Wyoming) established; military post 1858-90.

1844 — First use of telegraph in U.S.

1845 — James Polk becomes 11th President. Texas joins the Union; Mexico severs diplomatic relations with the U.S. 557 steamboats on Western rivers. Florida becomes a state.

1846 — U.S. declares war on Mexico: battles of Palo Alto, Resaca da Palma, Monterey, Buena Vista; Bear Flag revolt. Oregon boundary is established by treaty with Great Britain. Nitroglycerine invented. Iowa becomes a state.

1847 — Mexican-American War: Mexico City captured. The Mormons settle at Salt Lake City, Utah. Donner Party tragedy.

1848 — Treaty of Guadalupe Hidalgo ends Mexican-American War. Discovery of gold at Sutter's Mill in California. American model Locomotive introduced. Wisconsin becomes a state.

1849 — Zachary Taylor becomes 12th President.

1851 — Six fires devastate San Francisco.

1850s — Indian wars in the Northwest.

1850s-1890s — Indian wars on the Great Plains; mostly over by the 1870s, the Ghost Dance marked the last violence.

1850 — Taylor dies of cholera; Millard Fillmore becomes 13th President. California becomes a state. Peak of westward wagon train migration. Allan Pinkerton opens detective agency. Creation of the American Express Company.

1851 — San Francisco vigilance committee formed. Fort Laramie Indian conference permits white travel through Indian territories. Telegraph first used to track train locations.

1852 — Wells, Fargo & Co. established.

1853 — Franklin Pierce becomes 14th President.

1854 — The Gadsden Purchase. Republican Party named. Kansas-Nebraska Act lets states choose to allow or prohibit slavery; War for Bleeding Kansas. Russell, Majors & Waddell freighting firm established. Mail route between San Antonio and San Diego established.

1857 — Dred Scott decision. Descendants of slaves denied citizenship. James Buchanan becomes 15th President.

1858 — Lincoln-Douglas debates. Butterfield Overland Mail route established. Gold discovered in Colorado and Nevada. Minnesota becomes a state.

1859 — John Brown attacks the federal arsenal at Harpers Ferry, Virginia. Oregon becomes a state. First oil well drilled at Titusville, Pa. First major silver strike at Comstock, Nevada. Gold strikes at South Platte River, Colorado.

1860s - 1880s — Indian wars in the Southwest.

1860 — Lincoln elected 16th President; South Carolina secedes. 735 steamboats on Western rivers. First Pony Express run.

1861 — Confederate States of America take Fort Sumter (April 12), beginning the Civil War: Battle of Bull Run. Kansas becomes a state. U.S. begins passport system. Wild Bill Hickok and Buffalo Bill Cody meet in Leavenworth, Kansas. Telegraph service spans the country. Mark Twain pilots steamboats on the Mississippi River.

1862 — Civil War battles: Shiloh, *Monitor* and *Merrimack*, Peninsular Campaign, Second Bull Run, Antietam, and Fredericksburg; Sibley tries to conquer the West. Congress passes Pacific Railroad Acts. Ben Holladay takes control of Central Overland, California and Pikes Peak Express Co. Homestead Act opens public lands to settlers.

1863 — Emancipation Proclamation takes effect January 1st; Quantrill's gang burns Lawrence, Kansas; first national conscription; draft riots in New York City. Battle at Gettysburg; Gettysburg address. West Virginia becomes a state. Central Pacific and Union Pacific railroads break ground. Montana gold rush. Kit Carson fights the Navajo.

1864 — Sherman's march. "In God We Trust" first appears on U.S. coins. Pullman Car introduced. Long Walk: Navajo removal to Bosque Redondo. Nevada becomes a state.

1865 — 13th Amendment abolishing slavery. Lee surrenders (April 9) at Appomattox Courthouse, Virginia; war ends May 26th. Ku Klux Klan formed in Pulaski, Tennessee. Lincoln assassinated (April 14); Andrew Johnson becomes 17th President. 1700 die in explosion of the *Sultana*, on the Mississippi.

1866 — First Civil Rights Act. The 14th Amendment gives blacks the vote. First James gang robbery in Liberty, Missouri. Wells, Fargo & Co. buys the Butterfield Overland Mail route. Fetterman Massacre where, by Sioux in Montana. First Winchester repeating rifle (Model 1866) invented. Dynamite invented.

1867 — Reconstruction begins. Alaska purchased from Russia for $7.2 million. Cattle drives from Texas to Kansas begin. Buffalo population at 13 million. Gold discovered in Montana. Dominion of Canada established. Nebraska becomes a state.

1868 — Andrew Johnson impeached. Seven Confederate states readmitted to the Union. Fort Laramie treaty establishes Great Sioux Reservation in the Black Hills. Battle of Beecher's Island, Colorado. Kit Carson dies. Cheyenne chief Black Kettle killed in Washita River incident. Knuckle coupler invented.

1869 — Ulysses S. Grant becomes 18th President. The Golden Spike connects the U.P. and C.P. railroads; first Wells, Fargo delivery by rail. First woman suffrage granted by Wyoming Territory.

1870 — Joseph H. Rainey of South Carolina becomes first black Representative. Last of the four remaining Confederate states readmitted to the Union. General Robert E. Lee dies. Second Civil Rights Act. The 15th Amendment guarantees voting rights. Consolidation Locomotive introduced. First incidence of Ghost Dances.

1871 — Chicago fire. Greatest Show on Earth opens. Wild Bill Hickok is marshal of Abilene.

1872 — Credit Mobilier railroad scandal. Dodge City, Kansas, founded. Yellowstone National Park established. Air brake invented. Calamity Jane pops up in Deadwood, S. Dakota.

1873 — Financial panic develops into five-year depression, the worst to date. Colt Peacemaker pistol developed. Canadian North West Mounted Police (Mounties) formed. James Gang's first train robbery.

1874 — Barbed wire patented by J.F. Glidden. Gold discovered in Black Hills, S. Dakota.

1875 — Silver discovered in Leadville, Colorado. Third Civil Rights Act.

1876 — Custer's last stand at Little Bighorn. Wild Bill Hickok killed in the Black Hills, S. Dakota. Colorado becomes a state.

1877 — Sitting Bull leads Sioux into Canada. Rutherford B. Hayes becomes 19th President after bungled election. Reconstruction Era officially ends. Federal troops put down a series of railroad strikes. Chief Joseph leads Nez Percé War.

1878 — Lincoln County War, New Mexico.

1881 — Billy the Kid killed. Gunfight at O.K. Corral, Tombstone, Arizona. Twentieth President James A. Garfield shot; succeeded by 21st President Chester A. Arthur.

1882 — Oscar Wilde lectures on Aestheticism in Denver and Leadville, then drinks local miners under the table. Chinese Exclusion Act bars Chinese immigration for 10 years. Jesse James killed in St. Joseph, Missouri. Roy Bean becomes Justice of the Peace.

1883 — Western buffalo population at several hundred. 600,000 cattle in Montana and Wyoming. Completion of Southern Pacific and Northern Pacific railroads. Pendleton Act establishes civil service system. Supreme Court rules portions of the 1875 Civil Rights Act invalid. Buffalo Bill's first Wild West Show.

1884 — Theodore Roosevelt begins Western Sojourn. Granville Stuart and friends begin lynching cattle rustlers.

1885 — Grover Cleveland becomes 22nd President.

1886 — Statue of Liberty unveiled in New York harbor. Geronimo surrenders. End of open range cattle industry. Railroad gauges standardized.

1887 — Nearly two-thirds of Montana's cattle perish in the Great Die-Up.

1888 — P.J. Kepplinger first uses his gambling holdout device. Kodak camera perfected.

1889 — Oklahoma "land rush" opens all but the panhandle of Oklahoma Territory to settlers. New Year's Day, a total eclipse of the sun mostly visible in Nevada and California. Benjamin Harrison becomes 23rd President. N. Dakota, S. Dakota, Montana, and Washington become states.

1890 — Sitting Bull dies. Resurgence of Ghost Dances. Wounded Knee Creek incident ends Indian Wars. Gold discovered at Cripple Creek, Colorado. Sherman Anti-Trust Act. Idaho and Wyoming become states.

1892 — Sierra Club founded by John Muir. Johnson County War, Wyoming. Dalton Gang wiped out in Coffeyville, Kansas.

1893 — Financial panic begins; thousands of banks and commercial institutions fail. Grover Cleveland becomes 24th President.

1894 — Unemployment widespread; "Coxey's Army" of the jobless marches on Washington to demand public works program.

1896 — Utah becomes a state.

1897 — Gold Rush in the Klondike begins. William McKinley becomes 25th President.

1898 — Spanish-American War: Spain cedes Puerto Rico, Guam, and the Philippines for $20 million; Cuba comes under U.S. military control. U.S. annexes Hawaii. Gold rush near Nome, Alaska.

1899 — Butch Cassidy and Wild Bunch pull off incredible train heists.

1901 — First significant oil strike at Spindletop in Texas. McKinley dies, Theodore Roosevelt becomes 26th President. Butch Cassidy and Sundance Kid move to South America.

1902 — Bat Masterson becomes sportswriter at New York Morning Telegraph.

1909 — Cattle and sheep wars end with sheepherder murders in Tensleep, Wyoming.

1912 — Arizona and New Mexico become the last of 48 contiguous states.

1929 — Wyatt Earp dies.

1937 — Emmett Dalton dies.

CHARACTERS 2

Western fiction, perhaps more than any other genre, abounds in stereotypes. Most of these have their roots in truth — there really were gruff, half-mad mountain men, dusty cowboys, noble and vicious Indian warriors, and cocky young gunslingers. Movies, TV series, and dime novels can all suggest interesting PCs.

Character Types

Buffalo Hunters

The vast buffalo herds draw Eastern and European sportsmen to the Plains. Once buffalo hides become marketable, professional hunters earn $100 a day. They work in winter, when the hides are prime.

The hunter should have a "war bag" — a canvas sack with his personal belongings and a book or two. He should wear a coarse suit of duck cloth, a buffalo coat, and appropriate footwear and underwear for winter work. The Sharps "buffalo gun" (the Big 50, see p. 85) is essential. A ton of powder and lead will last the season.

Animal Empathy is inappropriate. Combat Reflexes and Toughness help in a stampede. Comfortable wealth or even greater is not uncommon, especially among sportsmen.

Enterprising hunters flood the Plains at the height of the slaughter — most of them begin with a Poverty level of Struggling or Poor, but can quickly buy this off. Alcoholism and Greed are common disadvantages.

Essential skills include Guns (Rifle), Stealth, Survival (Plains), and Tracking. Animal Handling helps predict herd movements. Merchant gets top dollar, and Carousing helps the hunter spend it. Most hunters shoot while standing; those who follow fleeing herds on horseback require Riding.

See also *Dudes and Tenderfeet, Mountain Men,* and *Scouts.*

Confidence Men and Snake Oil Salesmen

Dishonest revival evangelists, circus sideshow operators, and sleight-of-hand swindlers move from town to town one step ahead of their angry victims.

Patent medicine men hawk their "snake oil" in every town. Some are honest; the most interesting are crooks. Some simply set up on a street corner. Others produce elaborate "medicine shows," complete with musicians, dancers, and circus performers. Once a crowd gathers, the "Doctor" begins his pitch. (Only a dollar a bottle relieves every ache, pain, and imaginable ailment.) Some medicine showmen sell a multitude of remedies.

Bad Reputation is a common disadvantage. Cowardice, Greed, and Overconfidence are conducive to good roleplaying. Voice, Appearance, Charisma, and anything that improves reaction rolls are useful. Successful con men often have Wealth as well.

Fast-Talk is necessary. Other useful skills include Acting, Bard, Merchant, and Savoir-Faire. Each confidence game requires a different skill; Gambling, Theology, or Sleight of Hand. Other useful skills include Running, Climbing (out of windows and other precarious spots), and, when all else fails, one or more combat skills.

See also *Entertainers, Gamblers, People of God,* and *Soiled Doves.*

Cowboys

Often ill-paid and always overworked, cowboys withstand bad weather, stampedes, and damp, stony beds. Despite it all, cowboys tend to be good-natured, friendly, and fun-loving.

Most cowboys own their "outfit" — saddle, bridle, lariat, personal basics, and bedroll. Clothing should include a pair of custom-made boots, a Stetson with a fancy sweatband, chaps, spurs, and leather gauntlets. Employers supply horses, although a few cowboys have their own. Many cowboys carry Bibles, Shakespeare, or "penny dreadfuls" for leisure moments.

A cowboy needs Animal Handling, Heraldry (Brands) (see p. 34), Lasso, Riding, and Singing (to calm the animals). Animal Empathy and Alertness help. Gun skills are mandatory — pistol for killing rattlesnakes, putting lame horses down, or heading off a stampede; rifle for hunting antelope and jackrabbits. Carousing and Gambling are favorite pastimes. Wealth is rare.

Any "good" cowboy has the Cowboy's Code of Honor (see p. 31), and a Duty to his employer. Odious Personal Habits (colorful language and tobacco spitting) are common. Experienced cowboys may be Bowlegged as well (see p. 32). Some cowboys have the Social Stigma of being minorities — many are Mexicans or black, and *vaqueros* are often Indians.

See also *Gunslingers.*

Craftsmen

Blacksmiths, carpenters, and masons build the West. As "civilization" catches up with the frontier, jewelers, leatherworkers (saddlers and shoemakers), potters, and woodworkers come into demand. Wainwrights and wheelwrights are always welcomed. Tailors, hatters, locksmiths, and other specialists are also scarce.

Blacksmiths are essential. Most also have Animal Handling, Mechanic (Wagons), and Veterinary skills. They repair tools and vehicles, doctor horses, and shoe horses and oxen.

See also *Merchants and Businessmen.*

Detectives

Pinkertons are mercenaries who work for Allan Pinkerton's detective agency. They bring many outlaws to justice, sometimes fighting against corrupt local officials or citizens who idolize certain outlaws. Many express companies and railroads

hire detectives to protect company property, solve cases, or guard valuable shipments.

Detectives benefit from Alertness and Intuition. Reputations are common. A detective's agency may be a Patron.

Overconfidence and Stubbornness are typical disadvantages. Duties to employers and agencies are required. Enemies from past cases are likely. Agency detectives typically have Legal Enforcement Powers (10 points); they can make arrests and engage in covert investigations. Some Pinkertons have a Delusion that their Legal Enforcement Powers allow them to kill with relative impunity.

Essential skills include Criminology, Guns, and Streetwise. Acting, Area Knowledge, Disguise, Law, and Shadowing help.

See also *Expressmen* and *Lawmen*.

Doctors

From 1850 on, there is roughly one doctor for every 600 Westerners. They can do little for most patients. Anesthesia is unreliable until the 1880s; bedside manner may do as much good as medicine.

There are even fewer dentists. Traveling dentists visit some small towns, pulling teeth for 25 cents apiece. Patients who need false teeth travel to the nearest dentist, who mails the ill-fitting results two or three weeks later.

Many Western doctors failed to make it back East, possibly due to incompetence. Even capable physicians must work from their own houses, performing surgery without proper anesthesia. Many supply their patients with patent medicines and drugs without bothering a druggist.

Good doctors have Diagnosis, First Aid, Physician (see p. 34), and Surgery, all at TL4 (pre-Civil War) or TL5, at a skill level of 15 or higher. Bad ones may have Alcoholism or an Addiction to the drugs they prescribe.

Some "Docs" are veterinarians, with appropriate skills. A few are charlatans, peddling phony medical knowledge along with their snake oil. See also *Confidence Men and Snake Oil Salesmen* and *Drunkards*.

Drunkards

Drunks hang around a town's authority figures, doing odd jobs and being pitifully inadequate. Staples of Western fiction include the ruined gunslinger, the guilt-ridden doctor, and the booze-sodden Indian. Occasionally they sober up just in time to save the town or the hero. And it's always possible that a drunken Indian is just shamming, infiltrating white society for his own reasons.

Advantages are rare. Common disadvantages include Alcoholism, Laziness, and Odious Personal Habits. Dead Broke or Poor, bad Reputation, and Status of -2 or -3 are appropriate. Skills, if any, are rarely used.

See also *Docs*, *Gunslingers*, and *Indian Braves*.

Dudes and Tenderfeet

A *tenderfoot* is naive and unused to the hardships of the Old West. A *dude* is a non-westerner who takes pride in his clothing, whether he wears the costume of his origin — deerstalker cap and monocle of the Englishman, the tall hat of the Bostonian — or dresses up in fancy "western" duds. Both are subject to hazing and rough treatment. Westerners take especially dim views of Englishmen, even if appropriately attired and not at all tenderfooted. (See *Reputation*, p. 28.)

Many dudes are tourists with enormous quantities of luggage, including dime novels and travel guides.

Gullibility plays well. Most of their skills are not very useful in the West — such as Savoir-Faire (Back East, or European), European History, Area Knowledge of Boston or London, etc. A Kodak camera is a must after 1888. Prior to that, the very wealthy bring along their own artists to record their adventures.

Odious Personal Habits such as continual small-talk may annoy stagecoach companions. Phobias of Indians, insects, snakes, or other wildlife are possible. Many dudes have the Delusion that everything in the West is just like the dime novels. A few are actually good at something useful, such as Boxing, Guns (Shotgun or Rifle) or Riding . . . much to the surprise of their would-be tormentors.

Entertainers

The West is hungry for entertainment, and even amateurs can draw a crowd. Circus performers, opera singers, and famous actors tour the Old West. Patent-medicine shows have troupes of fire-eaters, sword swallowers, and tumblers. Saloonkeepers put on song-and-dance acts, plays, and variety shows. Circuses have marching bands, trick riders, trained animals, acrobats, and clowns. Wild West shows offer genuine Indians, trick ropers, and female gunslingers.

Bard, Dancing, Musical Instrument, Performance, Poetry, and Singing are all suitable. Audiences find Acrobatics and Equestrian Acrobatics (see p. 36) particularly thrilling. Dancing black bears are always crowd-pleasers — an animal act requires the Animal Handling skill.

Some entertainers are treated like royalty. A few entertainers are disdained by respectable citizens — notably the saloons' piano players and dancing girls.

See also *Confidence Men and Snake Oil Salesmen* and *"Soiled Doves."*

Explorers and Trailblazers

Explorers in the early 1800s searched for a Northwest Passage. The U.S. Government sponsored expeditions to support territorial claims and establish relations with Indians. Scientific expeditions recorded topographical, geological, botanical, and zoological information.

Most expeditions will have a leader, soldiers for protection, and a guide. Expedition leaders must have either Wealth or a Patron for funding. Military Rank (level 3 or 4) is almost mandatory in government-sponsored expeditions.

Trailblazers mark out paths for mule trains and wagons. Many are solitary, living by their wit with minimal equipment. They often have the Compulsive Behavior of wanderlust, though a few encounters with grizzly bears or hostile Indians can quickly earn enough character points to buy this off.

Explorers and trailblazers need Survival skills in many different terrains — woods, desert, mountains, and waterways. They should also have weapons skills. Animal Handling helps with pack or riding animals. Some Area Knowledge of the terrain to be explored is helpful. The main idea, of course, is to increase the level of Area Knowledge tremendously in the course of the exploration.

See also *Mountain Men*, *Scouts*, and *Scientists and Engineers*.

Expressmen

Entrepreneurs known as expressmen make their fortunes moving Eastern goods westward and Western ores eastward. Pony Express riders brave many dangers to deliver the mail. On stagecoaches and railways, express messengers guard important packages — gold shipments, payrolls, government documents, and the like.

Express companies employ division agents to look after the stock, buy supplies, hire employees, and act as station masters. Other employees include stock-buyers, messengers, drivers, blacksmiths, harness-makers, carpenters, and stock-tenders.

Absolute Direction is invaluable to any expressman. The company may be a Patron, but demands a Duty.

Essential skills include Area Knowledge, Riding, and Teamster. Weapon skills protect the expressman and his packages.

See also *Detectives*.

Gamblers

Professional gamblers — including some women — ride the riverboats and the railroad, and every settlement has at least one cardsharp. A few are even relatively honest, relying on skill and card sense. A well-equipped gambler has at least one deck of cards (possibly marked), dice (often shaved or loaded), and perhaps a holdout device. He should have a wooden card press to store the uncoated paper cards. If he plays faro, a faro cue box — similar to an abacus — keeps track of cards in play.

A bad Reputation is common, although some well-known gamblers have romantic Reputations (see p. 28). Charisma and other reaction-bonus advantages are useful. Gambling is the primary skill. Acting supplies a poker face; Detect Lies helps identify bluffs. Sleight of Hand and Holdout are useful for cheating. Gun skills may be necessary if caught.

Some gamblers have the Compulsive Behavior of betting on anything — dog fights, horse races, boxing matches, or almost any random event. See also *Confidence Men*.

Gunslingers

Members of the brotherhood of the gun must have exceptional skills, and be willing to gamble with their lives. Professional gunslingers call themselves "shootists." They ride shotgun on stagecoaches or fight in range wars. Some kill out of anger; some for the thrill of testing their skills and reflexes against any and all comers. Whether they're lawmen or bandits, gunslingers inspire awe and dread. The sudden appearance of one makes the hearts of townsfolk leap; when many gather, the streets quickly become deserted.

The primary skill is Guns (see p. 33) — usually pistols, although a few prefer rifles. Fast-Draw is essential for showdowns (see the *Fast-Draw* skill, p. 33, and *Showdowns*, p. 79). Speed-Load comes in handy during shoot-outs.

Troublemaking gunslingers often have the Bad Temper, Bully, and Alcoholism disadvantages. Many have high Carousing skills. Gambling is a favorite pastime, and may become the excuse for a good gunfight. Peacekeeping gunslingers usually have Honesty and Code of Honor (Code of the West, see p. 31).

Any gunslinger worth the name has a Reputation as a fast gun — a reaction bonus from anyone who recognizes him. (See *Reputations*, p. 28). Gunslinging Lawmen have positive Reputations among law-abiding citizens, and negative Reputations with outlaws. Gunslinging troublemakers may have negative Reputations with everyone except the readers of the dime novels Back East.

Gunslingers always have Enemies (see *Gunslingers' Enemies*, p. 31). These annoying young bloods, hoping to try their skill, crop up as long as the character has a Reputation as a fast gun.

See also *Cowboys*, *Entertainers*, *Lawmen*, and *Outlaws*.

Indian Agents

An Indian agent makes and enforces treaties, arranges for Indians' education and supplies, and prevents illegal liquor and gun sales. Corrupt agents can reap enormous profits by selling the Indians' cattle, land, and trade goods. They may sell trade concessions to whites and weapons to the Indians.

Agents who don't know an Indian language appoint an interpreter, usually an Indian or half-breed. Agents also hire blacksmiths, farmers, teachers, and mechanics to help "civilize" the Indians.

Language Talent is invaluable. Charisma and a Reputation for being fair will help earn the Indians' trust. Most agents have Honesty and a Sense of Duty to the Indians. Pacifism is appropriate as well. Corrupt agents have Greed and a Wealth of Comfortable or greater.

Administration and Fast-Talk are essential. Detect Lies, Diplomacy, and fluency in various Indian languages aid in negotiations; Politics helps gain and keep government appointments. Many agents are Quakers, with the Theology skill.

Indian Braves

Indian warriors work best as player characters in campaigns where most or all the PCs are Indians.

A brave on the warpath has weapons, a lasso, emergency rations (dried meat or pemmican), tailored skin clothing, and a robe for cold or rainy weather. Personal items carried everywhere include medicine bundles (see sidebar, p. 73), war paint, and a fire-drill for lighting fires.

Any fighting man's advantage is appropriate. Good disadvantages include Overconfidence, Berserk, and Code of Honor. A few ceremoniously take a Vow to never retreat in combat (Great Vow, -15 points). Members of a tribe being constantly raided may take the enemy tribe as a *Tribal Enemy* (see p. 31). Survival skills, combat skills with the tribe's weapons, and Area Knowledge of the tribe's territory are required. In peacetime, warriors provide for the tribe with hunting skills such as Tracking and Traps.

See Chapter 4 for more information.

For Indians living among white men, see *Cowboys*, *Drunkards*, *Laborers*, and *Scouts*.

Indian Police

Many Indian tribes have their own lawmen, who sometimes leave the reservations to retrieve Indian lawbreakers. These lawmen can aid local, territorial, or federal lawmen, and can arrest an Indian of their own tribe, but they have no Legal Enforcement Powers under white law unless deputized.

Indian police guard reservations against rustlers and trespassers and report any likely trouble among the Indians to the Indian agent. Wages are $8 a month for officers, $5 for privates, with full rations, badges, uniforms, and guns provided. The agents have a hard time finding any men willing to work for such wages, and the chiefs object to the idea of young men arresting their elders.

Indian police have Legal Enforcement Powers for 5 points (see p. 28); jurisdiction is restricted to the reservation or the tribe. They often have a Poverty level of Struggling or Poor, and may have the Primitive disadvantage. Common skills include Area Knowledge (Reservation), Guns, Law, and Riding.

See also *Indian Braves* and *Lawmen*.

Laborers

Anyone with little or no skill may find a job as a laborer. Roustabouts work as deck hands along the rivers, miners dig and shovel for the big mine owners, and rust-eaters lay the railroad tracks. Skilled laborers include bullwhackers who drive the bull teams, lumberjacks who log in the Pacific Northwest, and liverymen.

Laborers typically have the Odious Personal Habit of using very foul language. A Poverty level of Struggling or Poor is common. High ST is necessary in intensive manual labor; high DX is useful when dealing with dangerous machinery.

See also *Prospectors*.

Lawmen

Peace enforcers include town marshals, county sheriffs, territorial or state rangers, federal marshals, and local or federal judges. Most are appointed to office; in some areas town marshals and county sheriffs are elected. A few fill more than one position — town marshal *and* county deputy, for instance.

Towns usually have a town marshal with an assistant marshal, or a county sheriff and one or more deputies. Local lawmen are often gamblers, gunslingers, merchants, or professionals, supplementing their income with a job. Sheriffs and town marshals can "deputize" ordinary citizens, temporarily granting Legal Enforcement Powers. Both county sheriffs and federal marshals can call out the posse.

Many local judges are untrained (see *Judge Roy Bean*, p. 107). Federal judges, however, are appointed by the President.

Legal Enforcement Powers are required, generally for 10 points (see p. 28). Duty is also required. Strong Reputations (as advantages, disadvantages, or both) are common, as is a Status level of 1 or 2. Weapons skills are encouraged, but not restricted to Guns — heavy canes or bullwhips can also subdue criminals. Honesty may not be required. Skills depend on the occupation before being elected or appointed; serious lawmen should have at least a character point invested in Law skill.

See also *Detectives*, *Gunslingers*, and *Indian Police*.

Medicine Men

The Indian medicine man specializes in demonology and supernatural affairs. He cures illness, blesses, and tells the future. A medicine man is rarely suited to white men's adventures — mysterious and spiritual reasons underlie his actions.

Voice, Charisma, and Empathy are useful. High Social Status and Comfortable Wealth are common, although some tribal medicine men face Social Stigmas within their tribes. Epilepsy, Addiction (to hallucinogens), and Split Personality can be interesting. First Aid and Physician at TL2 are required. Most medicine men have Acting, Bard, Fast-Talk, Theology, and Dancing. Sleight of Hand helps to perform "miracles" — these are "placebos" to assist the patient in belief, rather than ill-meant fraud. In campaigns where Indian magic works, the Guardian Spirit advantage is required. (See *Guardian Spirit*, p. 29, and *Indian Magic*, p. 68).

Merchants and Businessmen

Shopkeepers, hotelkeepers, and other businessmen are the lifeblood of every town. Some business owners are women, often assisted by inherited Wealth. Wives may manage the business if their husbands are incapacitated by shootings or other occupational mishaps.

A good idea, a small investment, and a lot of hard work can turn an entrepreneur into a successful businessman. Those who make the most from the gold rushes, for instance, are those who supply the miners' needs — entertainers, expressmen, and, of course, the saloon owners.

After the Civil War, traveling salesmen, or "drummers," peddle almost anything. Many work for Eastern industrial concerns. Others represent mail-order firms, taking orders from their catalogs and arranging for delivery. Most specialize in one type of merchandise — ladies' lingerie, firearms, barbed wire, pre-ground eyeglasses, whiskey, and so on. Most of them believe in the quality of their merchandise — even patent medicine salesmen. See *Confidence Men and Snake Oil Salesmen* for those who don't.

Successful businessmen should have Wealth and Social Status. Fast-Talk and Merchant skills are invaluable. Most proprietors need Accounting, although big businessmen hire others.

See also *Craftsmen* and *Professionals*.

Mountain Men

Mountain men are the deep-woods hunters, fur trappers, and scouts. They know the West from the Great Plains of Colorado and Wyoming to the Pacific Northwest. After the fur trade dies down, many guide immigrants West.

Combat Reflexes, Danger Sense, High Pain Threshold, and Immunity to Disease are useful. Language Talent and Indian Sign Language (see p. 35) are invaluable. Wealth is possible, though profits are usually squandered in a few weeks of high living, or eaten up by debts to the trading companies.

Odious Personal Habits are common but relatively unimportant in the wilderness. Phobias (Crowds) and Overconfidence are common. Encounters with wildlife or Indians may lead to physical disabilities — One Eye, Lame, etc. Some mountain men have Dependents, usually Indian wives and possibly children. Others have Tribal Enemies (see p. 31).

Every mountain man is skilled in Tracking, Traps, and Survival (Mountain and Forest). Other outdoor skills, weapons skills, and animal skills are applicable. Area Knowledge of the region is invaluable. Social skills are rare.

See also *Explorers and Trailblazers* and *Scouts*.

Outlaws

Cattle rustlers, horse thieves, bandits, and robbers are just some of the Western criminals. Outlaws may operate individually, or terrorize a region in gangs. More than a few outlaws are women, as the brains behind an outlaw organization or as lovers of the bandits.

Some outlaws have the Trademark disadvantage (see p. 33). The successful ones quickly gain Reputations. Bad Temper and Greed are common. Gang members may have the Outlaw's Code of Honor (see p. 31). Lockpicking and Demolition/TL5 are possible skills, though most outlaws simply use Guns and intimidation to pull off holdups.

See also *Gunslingers*.

People of God

Christianizing the Indians is a popular goal for missionaries in the first half-century. Many people, notably Mormons, move West to escape religious persecution. Protestant evangelists hold camp meetings and preach on street corners. A few revivalists are con men taking advantage of the religious fervor of the times.

Religion welcomes exceptional women. Early Protestant missionaries generally travel as couples, the wives as zealous as their husbands. Many women sermonize on Temperance at revival meetings.

Some minorities have their own churches, clergy, and revivals. Religious minorities easily recognized by dress or speech — the Mormons and Mennonites, for example — often face distrust and persecution.

Theology is the primary skill. Catholic priests and Protestant ministers may have Clerical Investment, but it's not required for preachers, revivalists, or Mormon elders. Anyone with Clerical Investment may also have the Church as a Patron (see pp. B24-25); Duty to the Church is mandatory. Fanaticism and Vows are common disadvantages, as are Sense of Duty and Honesty. Intolerance of alcohol, laziness, or other religions is usual. Social Stigma applies to religious minorities, especially the polygamous Mormons. Revivalists need Acting, Bard, and Fast-Talk.

See also *Pioneers and Homesteaders*, and, for unscrupulous revivalists, *Confidence Men and Snake Oil Salesmen*.

Pioneers and Homesteaders

Many pioneers are farmers, determined to make a new life but often unprepared for the wilderness. The journey is hazardous, and reaching the destination doesn't necessarily mean the end of hardship.

Agronomy (farming) and animals skills are necessary. Pioneers crossing the wilderness will find Survival skills helpful but typically inadequate. Homesteaders supplement their agricultural labors with hunting; a high Tracking skill may mean the difference between life and death before the first harvest.

Many new immigrants have the Delusion that the West provides bountiful harvests and quick riches for little toil, fostered by the pioneer "manuals," popular tales, and newspaper stories of the gold rushes. The journey should earn enough character points to buy this off.

See also *Craftsmen*, *Laborers*, *People of God*, and *Prospectors*.

Professionals

In a Western town, most leading citizens are professionals — doctors, lawyers, teachers, bankers, accountants, veterinarians. Other professionals include butchers, bakers, barbers, photographers, telegraph operators, dentists, and newspaper editors. On the riverboats, the pilot and captain are highly respected.

Many professionals have Wealth of Comfortable or more. A good Reputation helps (see p. 28). Lawyers often have bad reputations, although a small-town lawyer who can draw up wills and deeds and help a man in trouble with the law is usually respected.

See also *Docs, Merchants and Businessmen*, and *Scientists and Engineers*.

Prospectors

Some miners dig with little equipment and less expertise; others labor in the mines for big mining companies.

Any Wealth level is possible, and subject to change. Intuition and Luck help when choosing a claim site. Common disadvantages include Odious Personal Habits and Greed. The Prospecting skill is extremely useful, although panning for gold in the first rush of each strike usually involves more luck than skill. Weapon skills let a prospector protect his claim. Lone prospectors should have Survival (Mountain) and animal skills. Mechanic (Mining Equipment) and Engineer/TL5 (Mining) are important skills in the big mines.

See also *Laborers, Pioneers and Homesteaders, Scientists and Engineers*, and *Soldiers*.

Scientists and Engineers

In 1838, the U.S. Army established a Corp of Topographical Engineers that systematically surveyed and mapped the West. In 1860 their findings were consolidated into a monumental map which encompassed the entire trans-Mississippi region to the Pacific — the first dependable map of the West. Surveyors in the 1860's and 70's continued to analyze and catalog the West's geology, topology, flora, and fauna. They located and assayed most of its minerals, staked out its arable sections, and completely surveyed the area. The railroads hired surveyors to choose the routes, and every new town needed someone to survey the town lots.

Many explorers are scientists, collecting facts about natural history, anthropology, and geology. Naturalists are drawn to the forests and mountains of the Pacific Northwest.

Engineers and scientists are rare and highly respected. Comfortable Wealth and Status of 1+ are common. The Naturalist skill is prevalent. A few who study the Indians can be considered Anthropologists. Engineers may specialize in Mining, Vehicles (Locomotives), Combat Engineering, or Guns. Prospecting, Geology, and Metallurgy are useful in the mines, and growing

cities need architects. Many scientists use Artist and Writing skills to record their findings.

See also *Explorers and Trailblazers*, *Professionals*, and *Prospectors*.

Scouts

Prudent pioneers hire guides, and the Army employs scouts familiar with the country and Indian ways. Most of these are former fur trappers and mountain men. They have wilderness skills, know the best trails, and can discover the location, strengths, and intentions of potential enemies.

Indian scouts are employees — sometimes respected, sometimes despised — of exploring parties, military units, or merchant companies. They are experts on local geography, customs, and survival. Warriors from small tribes may see scouting as an opportunity for revenge against tribal enemies. Individuals or small parties lost in the wilderness may be "adopted" by a friendly Indian, who guides and provides until the weak palefaces get to safety.

A good scout or guide needs high Survival skills. Weapon skills, First Aid, and Tracking are useful, as are all Outdoor skills. Area Knowledge of the region is essential. Most scouts know Gesture or the Indian Sign Language (see p. 35) — many also know the predominant Indian language of the region.

Guides are notorious for Odious Personal Habits, Alcoholism, and Compulsive Behavior such as Gambling. Physical disadvantages are rare, except for One Eye and other such "minor" inconveniences. Absolute Direction, Alertness, and any advantage which increases Sense rolls are useful, as are Animal Empathy, Combat Reflexes, and Danger Sense.

Any scout, regardless of race, may have both regional Enemies and Allies. An Indian scout has any Enemy shared by his tribe — and possibly of the enmity of members of his own tribe who resent his serving whites. Mountain men may have previously cultivated an individual Indian — or an entire tribe — as an Ally. The GM may require the Unusual Background advantage to explain a white scout's proficiency in Indian ways (see p. 29).

See also *Explorers and Trailblazers*, *Indian Braves*, *Mountain Men*, and *Soldiers*.

"Soiled Doves"

Dance hall girls, barmaids, and prostitutes — "soiled doves," "Ladies of the evening," "pretty waiter girls," and so on — abound in the Old West.

Attractive appearance is helpful, but not necessary. Although prostitution is legal in most towns, Honesty is rare. Reputations may be good (with customers) or bad (with the "upstanding" citizens). Many men react to French, Mexican, Chinese, and other "exotic" women at +1 or +2.

Dancing, Musical Instrument, and Singing let a pretty waiter girl entertain as well as serve customers. Acting and Sex Appeal get the men interested; Pickpocket and Holdout relieve them of their valuables once they're drunk. Combat skills may help versus dangerous drunks and unwanted advances, though most have only passing knowledge of any weapon or Brawling.

Prostitutes often have nicknames — such as "Little Lost Chicken," "Galloping Cow," or "the Roaring Gimlet" — which count as Quirks.

See also *Confidence Men and Snake Oil Salesmen* and *Entertainers*.

Soldiers

Frontier soldiers build roads and bridges, repair telegraph lines, fill water barrels, and muck out stables. The cavalry offers fame and glory, but most soldiers see little.

Enlistment is for five years, with room, board, and clothing provided. Neckerchiefs are strictly non-regulation, but cotton bandanas in the branch color are popular (yellow for cavalry, red for artillery, and blue for infantry). Officers wear silk neckerchiefs. Any non-issue item can be purchased from the sutler at monopoly prices.

Wages are poor. Soldiers wait up to six months for their pay. Regulations require a weekly bath. Daily drills are practically nonexistent, despite Army policy. A few officers actually train and drill their men, turning out excellent riders and good shots.

Every soldier must buy the Military Rank advantage (see p. 28) and the Duty disadvantage. Officers have one level of Social Status for every three levels of Military Rank — rounded to the nearest number — at no extra point cost. Only raw recruits lack the Heraldry (Military) skill (see p. 34).

Weapons skills are necessary. The cavalry encourages exceptional Riding skills as well. Soldiers may share their troop's or regiment's Reputation — for bravery, or for lack of training or discipline. See also *Gunslingers*, *Indian Braves*, and *Scouts*.

Advantages, Disadvantages and Skills

Many of the existing ***GURPS*** advantages, disadvantages and skills have special twists in an ***Old West*** campaign. Also presented are some new advantages, disadvantages, and skills appropriate to the genre.

Advantages

Allies *see pp. B23-24*

Many Western heroes have sidekicks — the Lone Ranger has Tonto, for example. These companions are Allies, usually of a lower point value than the character, with a Frequency of Appearance of Almost All the Time. Sheriffs and marshalls with full-time deputies built on more than 75 points — such as Newly, Festus, and Chester on *Gunsmoke* — should pay points for them as Allies. Sidekicks are most often found in adventures with only one player character.

Animal Empathy *see p. B19*

Indian characters are especially likely to have Animal Empathy, developed over a lifetime of hunting and tracking and reinforced by the Indian reverence for animals.

Legal Enforcement Powers *see p. B21*

Town marshals have Legal Enforcement Powers within town limits. County sheriffs have jurisdiction throughout the county. Nearly any lawman can deputize citizens, temporarily granting Legal Enforcement Powers. Federal marshalls, sheriffs, and deputy sheriffs can call out the *posse comitatus*, or "power of the county."

In territory that expects honest lawmen, Legal Enforcement Powers cost 5 points — the marshal or sheriff and his deputies may arrest criminals and hold them for trial. Legal Enforcement Powers in wilder communities cost 10 points — citizens tend to ignore violations of suspects' civil rights, and some sheriffs are *expected* to kill with impunity.

Federal marshals and territorial or state Rangers generally have Legal Enforcement Powers worth 10 points, which include permission to engage in covert investigations. Private law agencies, such as Pinkerton's, can usually grant Legal Enforcement Powers worth 5 or 10 points to their agents.

The "civilized" Indian Tribes have their own lawmen with Legal Enforcement Powers worth 5 points. Their jurisdiction extends only to other Indians of the same tribe or on the reservation.

Literacy *see p. B21*

In the Old West, many people can read — at least enough for saloon signs and probably well enough for the Bible. Literacy costs 0 points for all white men, and for any minority characters with Status higher than 1. Most Chinese, Indians, and Negroes must purchase Literacy for 10 points if they wish to be literate. Mexicans of Status 0 or higher may be literate in Spanish for no point cost.

Military Rank *see p. B22*

Military Rank is complicated, with four kinds of officer ranks — Regular Army, United States Volunteers, Militia, and brevet — and many officers entitled to two or three ranks at once.

Rank 8: Generals and Lieutenant Generals
Rank 7: Major Generals and Brigadier Generals
Rank 6: Colonels
Rank 5: Lieutenant Colonels
Rank 4: Majors and Captains
Rank 3: First and Second Lieutenants
Rank 2: NCOs including sergeant majors, quartermaster sergeants, ordnance sergeants, and first sergeants
Rank 1: NCOs including sergeants and corporals
Rank 0: Enlisted men

Regular Army ranks (RA) rarely extend above Rank 6 — the few Generals in the army stay in the East.

During the Mexican and Civil Wars, members of the United States Volunteers (USV) may rise to Rank 8. After each war, the Volunteer units are disbanded.

Militia units may be called into service for Indian campaigns, anti-riot duty, or natural disasters — rank is granted by the state governor.

Characters pay full cost for their primary, active rank. This reflects the duties, pay, and privileges of their current rank in active service. A U.S. Cavalry officer's active rank will be in the Regular Army; a militia captain's active rank will be in the Militia.

In addition, characters may retain rank from previous service as a "courtesy rank," for a point cost of 1 per level of rank. This courtesy rank is for social situations only — it entitles the character to a fancier title. Some military men have the Quirk of insisting on being addressed by their courtesy rank (usually an old USV rank), regardless of their active rank.

Brevet ranks are awarded for valor and combat achievements. Contrary to the description on p. B22, brevet ranks in the Old West are not temporary. They rarely increase pay or duties, and are usually for social situations only. A brevet rank costs two points for each level above the character's active rank.

As an example of Military Rank, Custer's active rank at the time of Little Big Horn was Lieutenant-Colonel, RA, for 25 points. He also retained his Civil War rank of Major General, USV (a courtesy rank for a total of 7 points), and a brevet rank of Major General (for 2 points per level above his RA rank). Total point cost is 34.

In the U.S. Army, "civilized" Indians and half-breeds educated among white men may become commissioned officers. Blacks rarely attain a Rank higher than 2 until well after the Civil War. Chinese don't enlist — they wouldn't survive barracks prejudice.

Navies active in the Old West include the Texas Navy (see sidebar, p. 92) and the Mexican Navy. French, Spanish, and British ships are active in the early part of the century. The U.S. Navy sails in California and in the Gulf of Mexico during the latter half.

Patron *see p. B24*

There are many potential patrons in the Old West. Railroad barons fund sales agents; Allan Pinkerton supports his agents; the biggest businessman in town might "own" the sheriff. In *Wild, Wild West* U.S. Secret Service agents James West and Artemus Gordon have a "rich uncle" (Sam).

Reputation *see p. B17*

Gamblers: Honest (or dapper) gamblers may gain Reputations as dashing and romantic figures. As long as they're not

suspected of cheating, they elicit a +2 reaction from everyone they meet who recognizes them as a gambler. 5 points (Sometimes recognized) or 10 points (Always recognized).

Gunslingers: Anyone with a Reputation as a Fast Gun gets a +1 or better reaction bonus. Further Reputations (good or bad) are encouraged — as an honest Lawman, for instance, or for killing a man because he snored. See also *Gunslingers' Enemies*, p. 31. 1 or more points, depending on frequency of recognition.

Lawmen: Lawmen with Reputations for honesty elicit a +2 reaction from law-abiding citizens within their territory, and from any honest fellow lawmen. Reputations for corruption gain a +2 reaction from outlaws within the lawman's jurisdiction. Either reputation affects a large class of people; the lawman is always recognized. 5 points.

Professionals: Reputations for honesty and competence are invaluable to those seeking political office, or simply wishing to attract business. Typical Reputations gain a +2 reaction from townsfolk. 2 or 5 points, depending on size of town.

Soiled Doves: Individual prostitutes may gain positive reaction bonuses from potential customers. Exotic foreign women are considered well worth their fee. Reaction bonuses of up to +4 are possible, but rarely apply to more than a small class of people. 1 or more points.

Unusual Background ***see p. B23***

A white character with high levels of Indian skills may have the Unusual Background "Raised among Indians" (10 points). If the character also has white skills — such as Photography and Writing — the GM may require 15 points for an Unusual Background such as "Adopted by an Indian Tribe as an adult." In a campaign where Indian magic works, white users of Indian magic should have the Unusual Background "Raised by Medicine Man" or "Taught by Powerful Animal Spirit" (25 points), in addition to the Guardian Spirit (p. 29) advantage. Other characters with Unusual Backgrounds include European nobility, professional women, and well-educated Blacks or Indians.

New Advantages

Ally Group ***Variable***

Ally groups are composed of NPCs, controlled by the GM. A lawman who regularly calls out the posse should take the posse as an Ally Group. Indians should take any tribal allies as an Ally Group. Strength and frequency of appearance govern an Ally Group's point value.

A small group (2 to 5 people) costs 10 points. Examples include an infantry squad or a small gang.

A medium-sized group (6 to 20 people) costs 20 points. Examples include gangs who ride with the player characters, deputies in a large city, or an Indian Warriors' Society.

A large group (20 to 1,000 people) or a medium-sized group with some formidable individuals costs 30 points. Examples include an Indian tribe, an Army troop, or, when Indian magic works, a Society of Medicine Men.

An entire government, the Sioux Nation, or some similar group may be purchased as a Patron, but cannot be an Ally Group.

Point Level

The individuals in an allied group normally are 75-point characters. They may be increased to 100-point Allies by raising the *base* cost of the group by 10 points. Allies of more than 100 points must be bought individually.

Frequency of Appearance

If the Ally Group appears almost all the time (roll of 15 or less): triple the listed value.

If the Ally Group appears quite often (roll of 12 or less): double the listed value.

If the Ally Group appears fairly often (roll of 9 or less): use the listed value.

If the Allied Group appears quite rarely (roll of 6 or less): halve the listed value (round up).

The player chooses the Ally Group on character creation. The GM should feel free to fill in the details, including the circumstances under which the Ally Group may be available. The GM may also require the Unusual Background advantage to explain the ties between the character and the Ally Group.

A PC should get no character points for betraying, attacking, or endangering his Ally Group. If the betrayal is prolonged or severe, the ties between the PC and his Ally Group are broken; the Ally Group and points are lost.

If a PC and his Ally Group part ways amicably, the PC should not be penalized. The point cost of the Ally Group may buy another Ally Group met during role-playing, or individual members of the group may continue as Allies (see p. B24). At the GM's discretion, remaining points may be traded in for money (see p. B83), reflecting parting gifts.

Guardian Spirit ***5 or more points, GM's discretion***

Characters may acquire a Guardian Spirit through a *vision quest* (see pp. 68-71) or be approached by a spirit directly. In campaigns where Indian magic doesn't really work, this is the Clerical Investment advantage, worth only 5 points.

The Guardian Spirit advantage grants the ability to perform magic ("make medicine"). The powers granted depend on the Guardian Spirit and magic level in the campaign (see sidebar, p. 68). Characters with Magical Aptitude and a Guardian Spirit may apply their Magery bonus to the skill levels of the spells they know. The GM may also use the Magery bonus to modify all Guardian Spirit reaction rolls.

Each spirit requires its wards to follow certain lifestyles and rituals — a medicine man must take a Vow to live according to the spirit's demands. This may involve taboos against certain foods or situations. The GM determines the cost and details of the Vow. Losing the Guardian Spirit advantage automatically buys off attendant vows.

The number of Guardian Spirits a character may have is limited by the spirits' reactions and the character's willingness to endure the sacrifices required. When a medicine man makes medicine shared by two or more of his Guardian Spirits, he may choose which spirit to call upon.

Guardian Spirit advantages gained through play may be paid from character points awarded by the GM for the vision quest. A medicine man may also go into "debt" to the spirit, promis-

ing to perform certain tasks in return for the power granted. Character points earned while fulfilling such promises cannot be used for anything but the Guardian Spirit advantage.

There are three levels of the Guardian Spirit advantage available.

Herbalists learn only a few spells, and may use up their powers quickly. Cost: 10 points.

Dreamers may learn any spells appropriate to the nature of their Guardian Spirit. Cost: 20 points.

Shamans, the most powerful medicine men, gain their power from the Great Spirit (*Wakan Tanka*) itself. They may learn any spell available in the campaign, and typically have a great deal of power. Cost: 30 points.

For low-level magic, halve the benefits and the cost. All reaction rolls for Guardian Spirits will be at -5. For spectacular magic, double all values and modify reaction rolls by +5. The GM should alter all costs and benefits to reflect the nature of the spirit and the requirements of the campaign.

Spells

The GM should customize a spell list for each Guardian Spirit. Relatively weak spirits may allow only a few spells, while powerful spirits offer as many as 40.

A Guardian Spirit may reveal the rituals for one or two spells in the initial vision (at IQ-2 skill level). To learn other spells, the character must seek future visions or find a teacher with the same Guardian Spirit.

Power Reserves

Each Guardian Spirit grants the character a Power Reserve — similar to a disembodied Powerstone — for use with magic within that spirit's sphere of influence. When casting spells, the medicine man may supplement his personal energy (Fatigue and HT) with points from the reserve.

The GM determines the number of Power Reserve points granted, and keeps track of its depletion. Neither the player nor the medicine man should know exactly how much power he has left. Power Reserve sizes should vary with the level of magic allowed in the campaign, with the power of the Guardian Spirit, and with the spirit's reaction to the character. (See below for sample Guardian Spirit advantages.)

Power Reserve points are *not* renewable. When a Power Reserve falls to 0 points, the Guardian Spirit advantage and all magical abilities associated with it are lost. The medicine man still remembers the rituals and spells, but they no longer work. He may attempt another vision quest to regain the power.

Burnout

Drawing more than HT×2 points in one day may cause the medicine man to "burn out," losing the ability to channel power. Once the medicine man exceeds this limit, each attempt to draw more power from the reserve requires a roll against HT, +1 for each level of Magical Aptitude. Successive attempts are at a cumulative -2 penalty. The GM may assess substantial penalties if the medicine man's actions displease the Guardian Spirit.

Failure results in burnout for a number of weeks equal to the amount the HT roll was missed by, during which time the medicine man will be unable to cast any spells. Critical failure results in burnout for six months.

Attempting to draw from the power reserve without contributing any personal energy (Fatigue and HT) to a spell requires a roll against HT-3 to avoid burnout, even if the HT×2 point limit is not exceeded.

In all cases, success of the spell being cast is determined normally — burnouts affect only future castings.

Indian Magic Without Power Reserves

If the GM doesn't wish to keep track of power reserves, use the following rules instead.

The character may use the *Call Guardian Spirit* spell (see p. 75) to request special aid when his personal energy (Fatigue and HT) is not enough. This is usually done when the medicine man wishes to create a magic item, transfer some of his power to another person, or perform some spectacular feat of magic. When the character requests special aid, the GM rolls for the Guardian Spirit's reaction, with modifiers as per a Vision Quest (see p. 68).

A reaction of Bad, Very Bad, or Disastrous to a request for special aid indicates that the Guardian Spirit answers, but in doing so severely depletes the character's power. The character loses one level of the Guardian Spirit advantage. If he is an Herbalist with the Guardian Spirit advantage for 10 points, he loses the advantage entirely and can no longer make medicine.

Roleplaying Guardian Spirits

Guardian Spirits are gods with their own needs and goals. The GM may modify reaction rolls to reflect their moods and desires. Wards who disobey or disregard their demands will be abandoned, punished, or killed. Medicine men who abuse their powers may find their magic turned against them. Characters who spend their Power Reserves extravagantly or request special aid too often may fall from favor with their Guardian Spirits.

The following examples of the Guardian Spirit advantage assume that the campaign allows fairly reliable spell casting (see sidebar, p. 68).

Guardian Spirit (Wakan Tanka, or "Great Spirit) — Only very lucky or persistent medicine men receive the favors of the Great Spirit. (Most also have the Magery advantage.) They become Shamans, and may learn any spell available in the campaign. Wakan Tanka typically grants a Power Reserve with ST 1,000. (30 points). Wakan Tanka demands a Great Vow to Show Respect for all Nature, which includes never refusing a request for aid (-15 points).

Guardian Spirit (Eagle) — Eagle Spirit grants powers of vision, hunting, and flight. Typical spells include Beast Summoning (Raptors), Bird Control (B155), Death Vision, Seeker, Sense Foes, and Sense Life. In a campaign allowing spectacular magic, Flight and Shapeshift (Eagle) may also be available (see ***GURPS Magic***). Herbalists receive two spells and a Power Reserve with ST 40. (10 points). Dreamers receive all the spells offered by Eagle Spirit, and a Power Reserve with ST 200 (20 points). Eagle Spirit demands a Minor Vow of never allowing anyone to walk behind the character while eating, and may demand Dreamers take an additional Minor Vow of never eating the flesh of birds.

See also *Indian Magic*, pp. 68-71.

Addiction ***see p. B30***

Common addictions in the Old West include opium, morphine, and tobacco. The following point values are adjusted to 19th-century prices and include the +5 modifier due to legality of the available drugs.

If each daily dose costs less than $1 per day: 0 points.

If each daily dose costs $1 to $5 per day: -5 points.

If each daily dose costs over $5 per day, or is otherwise difficult to obtain: -15 points.

The bonuses for the incapacitating and addictive qualities of each drug remain unchanged from p. B30.

Tobacco is the most common Old West addiction. Many cowboys chew tobacco or roll their own cigarettes, drummers hand out "two-fer-a-nickel" cigars to their customers, Indians use tobacco both for pleasure and for religious rites. It is cheap and highly addictive. -5 points.

Opium is fairly inexpensive throughout the century and sold by doctors, druggists, grocers, and mail-order houses. It is usually taken in patent medicines, such as Mrs. Winslow's Soothing Syrup, or as laudanum (opium in alcohol). Chinese prefer to smoke opium. The drug is highly addictive (-5 on withdrawal roll). Users may develop tolerance to opium, drastically increasing the daily dose required. Most users spend less than $1 per day (-5 points). Habitual users may have an opium addiction for -10 points (daily dose costs $1-$5 per day). The addiction is worth -20 points for heavy users with high tolerance. Any addict who openly uses opium for pleasure rather than for medical reasons may take an additional Odious Personal Habit — Opium Abuse — for -5 points.

Morphine, a derivative of opium, becomes common during and after the Civil War. Many soldiers, given morphine for pain, become addicted. It may be injected or taken as patent medicine. Morphine is totally addictive (-10 on withdrawal rolls), but otherwise similar to opium. -10, -15, or -25 points.

Peyote, a desert mushroom, is used in some Indian ceremonies. It is hallucinogenic, but not physically addictive (no penalty to withdrawal rolls). Some Indians have a peyote habit. Collection of peyote is time-consuming, making it difficult to obtain. -25 points.

Alcoholism ***see p. B30***

Alcoholism is by far the most common addiction in the Old West. In many areas, it's illegal to sell liquor to Indians, making it a -20 point disadvantage for them.

Code of Honor ***see p. B31***

The Old West has its own ideals of honor, including the following:

Code of the West: Always avenge an insult. Protect the honor of all women, even Soiled Doves. Never shoot anyone in the back. Never draw on an unarmed man. -10 points.

Cowboy's Code of Honor: A man's word is his bond. The end of a noose awaits any horse thief. Welcome all visitors with food and/or tobacco. Never borrow another man's horse without his permission (rarely given). A dismounted man doesn't grab the bridle of a mounted man's horse (it's an insult to interfere with the rider's control). -10 points.

Gentleman's Code of Honor: as per p. B31. It's expected of Southern aristocrats and Mexican nobles. -10 points.

Outlaws' Code of Honor: See *Pirate's Code of Honor*, p. B31. -5 points.

Warrior's Code of Honor: Many Indian Warrior Societies have a specific Code of Honor or Vow which all members of the society follow. Examples include: The best death is an honorable one in battle; the bravest act is to count coup on a live enemy; it is more honorable to kill with a lance or a club than from a distance with a gun or bow; rescue wounded comrades. The player and the GM may decide specific details of an individual warrior's Code of Honor. -10, -15, or -20 points.

Delusion ***see p. B32***

Superstitions are common Delusions in the Old West. Mild superstitions are merely quirks, such as a lucky charm or fear of black cats. Superstitions which affect the character's behavior may be worth -5 points — believing that coiling a horsehair rope around the bedroll will stop a rattlesnake, for instance. Potentially deadly beliefs, such as "Ghost Dance shirts can stop bullets," are worth -10 points or more.

The GM may decide that a certain superstition is actually true, much to the surprise of the disbelievers. This is particularly likely in a campaign where Indian magic works.

Enemies ***see pp. B39-40.***

These types of enemies are staples of Western fiction:

Tribal Enemies: Some Indian tribes constantly war against white troops or other tribes. If there is a real chance of an enemy attack at any time, each member of the tribe has the *whole opposing force* as an Enemy. Likewise, when certain settlements are in danger of Indian attack or raid, the entire Indian tribe may count as an enemy.

Gunslingers' Enemies: Anyone with a Reputation as a fast gun attracts challengers hoping to make a name for themselves. These are single above-average individuals, worth -5 points. They appear on a roll of 6 or less if the Reputation is worth 5 points or fewer (Enemy disadvantage of -3 points). A Reputation worth 6-10 points provokes a challenge on a 9 or less (Enemy for -5 points). A Reputation worth more than 10 points earns an Enemy for -10 points, with young hotheads challenging on a roll of 12 or less. When checking for Enemies, the GM may substitute another gunslinger, of the same point value as the character, whenever a 3 or 4 is rolled. This disadvantage may not be bought off unless the Reputation is also.

Illiteracy ***see p. B33***

The "default" condition for this period is literacy. However, the disadvantage of Illiteracy is common, and worth -10 points. It will be normal among Indians, slaves and Chinese workers, and common among poor immigrants in general.

An illiterate cowhand may still take the Heraldry skill for cattle brands (see p. 34). He knows what all the letters look like, but isn't able to form words from them.

In an all-Indian campaign, Illiteracy is not a disadvantage; it will be the universal condition. If the campaign has contact with white men, Literacy may be allowed as a 10-point advantage.

Odious Personal Habits ***see p. B26***

The Old West is a rough-and-tumble place, and what "civilization" thinks of as crude is often considered normal on the frontier. When assessing a habit's value, the GM should consider the company the character will keep. An Odious Personal Habit is worth points only if it affects many people the PC is likely to meet, or if roleplaying the habit is likely to affect the other players. Colorful swearing for a cowboy is only a Quirk,

a -5 point habit for a merchant, -10 points for a Mormon elder, and -15 points for a schoolmarm.

Primitive ***see p. B26***

Most Indians are from a culture with a lower Tech Level than that of the campaign. Tech level in the Old West increases from TL4 in the first half of the century to TL5 after the Civil War. Most Indian tribes are at TL2; their TL1 culture has blended with settlers' technology. Each level of difference in TL is worth -5 points for the Primitive disadvantage.

Primitive characters cannot learn Mental skills having to do with technology above their normal Tech Level until they buy off the disadvantage. Physical skills, including weaponry, can be learned at no penalty if a teacher is found. Thus, Indians with the Primitive disadvantage (usually for -10 or -15 points) often have Guns skills, using weapons bought or stolen from the white men, but are unable to learn the Armoury/TL4 or TL5 skill, and cannot repair these weapons.

Reputation ***see p. B17***

The following are sample Old West Reputations.

Confidence Men: Con men build unwanted Reputations as crooks. Anyone recognizing a con man reacts at -4, but good con men are seldom recognized. The trick is to get out of town before the Reputation catches up or someone exposes the scam. -10 points.

Drunkards: Bums, beggars, and drunkards — or anyone who looks like one — have a Reputation for being lazy and good for nothing. Almost everyone they meet reacts at -2 or worse; a very few take pity and try to help. -10 points.

Dudes and Tenderfeet: Easterners and foreigners have a Bad Reputation for being unsuited to hardship and easy to fool. This is usually a -1 reaction, affecting a large class of people. Englishmen elicit a -2 reaction. A successful night of Carousing counteracts these reaction penalties. -2 points or -5 points.

Gamblers: Some well-dressed gamblers may be mistaken for Dudes — this can be used to advantage when turning the tables on fellow gamblers. Cheating is a more common Reputation. This may take the form of two Reputations — a -2 reaction from most citizens, and a -4 from other gamblers. -2 and -5 points.

Lawmen: A corrupt lawman may provoke a -2 reaction from all honest citizens. Most lawmen have Bad Reputations among outlaws. "Always gets his man" elicits a -4 reaction from anyone on the wrong side of the law. A lawman is always recognized in his own territory. -5 or -10 points.

Outlaws: Most outlaws eventually gain Reputations as killers, for being ruthless, and so on. Law-abiding citizens react at -4. The frequency of recognition may be affected by a Trademark (see p. 33). Characters *suspected* of crimes receive the full -4 reaction modifier whenever recognized. -10 points.

Soiled Doves: Women known to sell their favors provoke a -2 reaction from most upstanding citizens, at least in public (-5 points). Their customers' wives react at -4. (-6 points).

Social Stigma ***see p. B27***

Minorities suffer a Social Stigma. These reaction modifiers apply in areas with substantial concentrations of the minority group. Where minorities are less familiar, the penalty is halved (round up).

Blacks, Chinese, and Half-breeds. -2 on all reaction rolls — except from others of their "ilk," who react at +2. -10 points.

Indians. A "tame" Indian has a -2 reaction from all but other Indians. A "wild" Indian gets a -4 reaction from all except his own tribe, who have a +4, and members of allied tribes, who apply a -2. -10 or -15 points.

Irishmen. -2 from all non-Catholic whites. -10 points.

Mexicans. -1 from all Anglos and most minority members; -3 from Texans near the Mexican border. -10 points.

Mormons. The Mormons are persecuted by Protestants for polygamy and semi-Masonic rituals. "Gentiles," as Mormons call other Christians, react at -3. -15 points.

Women. In social situations, men react protectively and deferentially, with a +1 on the reaction roll. In business, military, and political situations, men react to their opinions and their presence at -2. -5 points

New Disadvantages

Physical Deformities ***Variable***

The following physical disadvantages are relatively common in the Old West, but are worth only a few points in game terms.

Bowlegged: Cowboys may become bowlegged. This doesn't normally affect Move. Jumping skill is at -1. It may also elicit a -1 reaction from Dudes and Tenderfeet who think bowlegged cowboys look funny. -1 point.

Missing Digit: Many ropers lose a finger or a thumb to a lariat suddenly snapped taught by a running steer. The loss of a finger decreases DX in that hand by 1 point; the loss of a thumb decreases DX by 5 points. -2 or -5 points.

Scalped: A few survive scalping (see sidebar, p. 58). The wound develops ugly scar tissue, and must always be protected from infection (see p. B134.) Hair does not grow back. Scalping lowers Appearance by at least one level, but the character may wear a wig or a hat. -5 points.

Trademark ***Variable***

Many Western heroes have a special symbol — a Trademark — that they leave at the scene of the action, as a way of "signing their work." Famous examples include the Lone Ranger's silver bullets and Zorro's Z. Outlaws are also likely to leave a Trademark at the scene of the crime to prove their deeds, or as a challenge to any heroes in the area.

Characters may have only a single Trademark. Multiple actions (e.g., tying victims up with their own trousers, roping them into a chair, *and* placing a nugget of gold in their lap) simply count as a higher level of Trademark, not as multiple ones.

-1 point: The Trademark takes very little time to leave and cannot be used to trace identity; it is essentially a Quirk. A typical example is something left at the scene — a playing card, for instance — as long as it can't be traced and takes little time.

-5 points: The Trademark is still simple, but the character *absolutely* must leave it, even if enemies are breaking down the door.

-10 points: As above, but the Trademark increases chances of capture — carving initials, writing a note or poem, and so on. This sort of Trademark takes at least 30 seconds. Anyone examining the Trademark receives a +2 to their Criminology roll.

-15: The Trademark is so elaborate — leaving the safe on the bank roof, outfitting a gang with palominos, striking every Valentine's Day — that it virtually assures your eventual capture (the GM may give clues *without* a successful Criminology roll).

Remember that a Trademark is separate from capturing the crooks or committing a crime. Lassoing outlaws is not a Trademark; hanging them by their feet from a tree, with their faces painted blue, is.

Skills

Technological skills have their standard default for white men. Most Indians and some Chinese have the Primitive disadvantage (see p. 32), and cannot use higher-TL equipment without training.

Animal Handling ***see p. B46***

This skill is vital in the Old West. Specialization is *required.* Animal Handling skills default to one another based on similarities of animal types. A character with Animal Handling (Horses) has default skills of (Mules and Burros) at -2, and (Cattle) or (Dogs) at -4.

Area Knowledge ***see p. B62***

This may be familiarity with a specific trail, railway, river, or road, or more general knowledge of a region. Cowboys, stagecoach drivers, Pony Express riders, and railroaders should have Area Knowledge for the paths they repeatedly follow. This includes familiarity with watering stops, distance between settlements, and hostile Indians. Mountain men, explorers, and scouts may have a more general Area Knowledge of a large region, including major landmarks, large rivers and mountains, and tribes in the area.

Black Powder Weapons ***see p. B51***

Muskets and muzzle-loading pistols and rifles are used throughout the first two thirds of the century and extensively during the Civil War. Many Indian tribes have them, although shot and powder are hard to come by.

For more information, see *Chapter 5.*

Diagnosis/TL2, 4, or 5 ***see p. B56***

Indian medicine men have Diagnosis at TL2 — they view illness as spiritual activity and magic. Frontier doctors have Diagnosis at TL4 — they listen to heart and lungs, check pulse, and examine eyes, ears, nose, mouth, and bodily excretions. The Diagnosis skill at TL5 allows stethoscopes, clinical thermometers, exploratory syringes, and other instruments. See also the Physician skill, p. 34.

Fast-Draw ***see p. B50***

The Fast-Draw skill is used to quickly ready a weapon from a holster, boot, saddle, etc. Most gunslingers have Fast-Draw (Pistol) — a few practice Fast-Draw (Rifle). See *Chapter 5.*

Guns/TL5 ***see p. B51***

This covers any cartridge-type gunpowder weapon, where a single package combines powder and shot. It includes single-shot guns, revolvers, and repeating rifles. All normal modifiers for missile-weapon fire apply.

In the Old West, individual weapons vary enough in handling and shot placement to warrant adjustments to the Familiarity rules (see p. B43). A character will be familiar with his own weapons, for no modifier to his Guns skills. Other weapons of the same *model* are at a -2 penalty, until the character has spent eight hours of practice shooting to familiarize himself with the

individual quirks of the weapon. Other weapons of the same *type* are fired at -3 (i.e., a Smith & Wesson revolver when the character's used to a Colt). Weapons in poor repair or of an unfamiliar type are at the usual -4 penalty.

See Chapter 5.

Heraldry ***Defaults to IQ-5***

Characters taking the Heraldry skill in the Old West must specialize in Brands, Indian Tribes, or Military Heraldry.

On a successful Heraldry (Brands) roll, a cowhand can recognize the owner of livestock by the brand and/or ear-mark. The skill roll is modified if the design is well known (up to +5), rare (-1), or from far away (up to -5). The cowhand may add +1 to his skill roll if successful in an appropriate Area Knowledge check.

Branding an animal requires a DX+2 roll. Failure indicates a blurred brand; critical failure results in a deep burn which will become infected. Drawing a brand with a running iron (no preformed brand) is at -2.

When illegally trying to alter a brand, use a Quick Contest of the character's Heraldry skill against the skill of the designer of the original brand. (Assume a skill of 12 if unknown.) Brands must be registered in the office of the county. In legal changes of ownership, the seller adds his vend brand and the buyer puts his own brand on.

In addition to brands, marks are sometimes cut in beeves' ears. Ear-marks make identification easier if the brand is obscured. It also makes it more difficult for rustlers to alter the brand (+4 to designer's skill). Horses are often branded as well, but rarely ear-marked.

With Heraldry (Indian Tribes), a character can recognize an Indian's tribe by clothing and decoration. The Indian's Social Status within the tribe may also be recognized by the feathers, beads, or other distinguishing decorations displayed. The prominence or obscurity of the tribe modifies the skill roll.

Heraldry (Military) includes the recognition of military insignia — indicating rank, corps, and company — and military bugle calls.

Lasso (Lariat) ***see p. B51***

The skill description on p. B51 covers the standard overhead swing. Many other types of rope catches exist.

It takes two hands to handle a lariat; one creates and throws the loop, the other keeps the rope from tangling. DX-based skills such as Riding are at -2 while using a lasso.

Readying a lasso takes 2 turns on the first throw; 10 turns after a missed throw. All range modifiers apply.

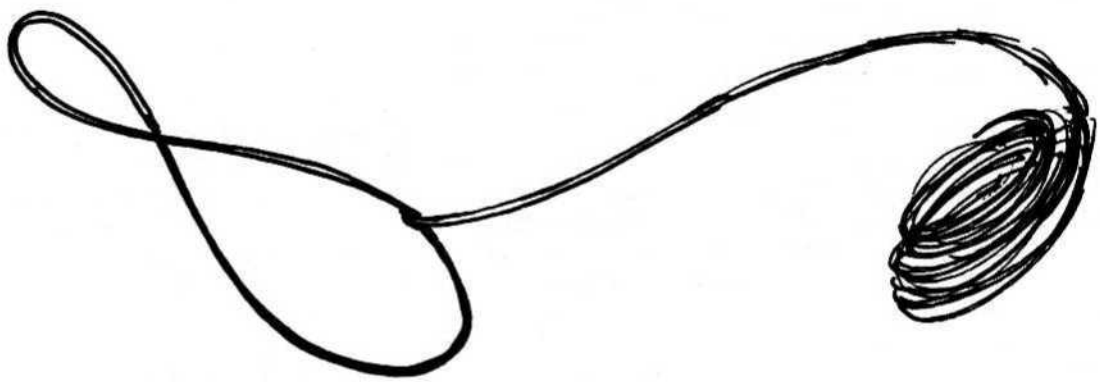
Normal Lasso failures usually result in a miscast loop, with no effect on the target, or only one foot caught when either *forefooting* or *heeling* (see below). Critical failure may cause damage to the animal, a snapped rope, or a lost finger or thumb (see *Physical Deformities*, p. 32).

After a successful throw from horseback, the character may roll against his Riding skill. Success substitutes the horse's ST for the rider's in any Quick Contest of ST with the target animal. Critical failure results in an accident for horse or rider.

Texas cowboys typically use short ropes — 30 feet or less — and ride right up to a target before casting the loop. They tie the end of the rope to the saddle horn, and are known as "tie-fast" men. This is necessary in brush country, where the rider needs a hand free to protect his face from whipping branches. With the rope tied, a critical failure in the Quick Contest of ST causes a fallen mount, snapped rope, or ruined saddle.

Cowboys in California and Oregon use longer ropes — up to 100 feet — and often make catches at fantastic distances. They're known as "dally" men, for looping the rope around the saddle horn. This allows some "give" when a running steer hits the end of the line, resulting in fewer snapped ropes. In an emergency — such as a fallen cowpony — the dallied rope can be turned loose quickly, minimizing damage to horse and rider, while a tied rope has to be cut.

Overhead swing: when roping animals, the overhead swing is typically done from horseback. Horns or neck are the usual targets. Roll a Quick Contest of ST between the roper and the target — the roped animal is at ST-5. If the lassoer wins, the victim is immobilized; if he loses, he loses the rope. -2 to Lasso skill.



Forefooting catch: performed from horseback, the roper starts with a horizontal loop above his head. While the roper rides alongside the target, he turns the loop over the running animal's shoulders. The loop catches both forelegs, throwing the animal. When an unmounted man forefoots an animal, the throw is an underhand one, called a *mangana*. The animal is allowed a DX roll at -4 to remain standing. -3 to skill.

Heeling catch: used to rope stock by the hind feet to throw and hold them, or to down an animal already roped by the head but not thrown. The mounted roper rotates the loop in a vertical circle and slips it under the moving animal to catch both hind feet. -4 to animal's DX roll to remain standing. -3 to skill.

Neck buster: a variation of the overhead swing. As soon as the loop settles around the animal's horns or neck, the roper flips the rope to one side of the animal's body and cuts his horse sharply away to the other. The animal is allowed a DX roll at -4 to remain standing, with a penalty of -8 if running when caught. On a failed DX roll, the animal somersaults and lands facing the opposite direction. A HT roll is required for the animal; critical failure results in a broken neck. -3 to skill.

Peal: an impressive throw which takes its name from the Spanish word meaning "sock." It catches the animal by the hind feet, each foot in one loop of a figure eight. -4 to animal's DX roll to remain standing. -6 to skill.

Physician/TL2, 4, or 5 ***see p. B56***

Indian medicine men may have the Physician skill at TL2. This includes the ability to find healing herbs in the wild. Fron-

tier doctors may have the Physician skill at TL4, but can *not* find useful drugs in the wild unless they have Naturalist at 20 or better. During and after the Civil War, most doctors have the Physician skill at TL5, though a few "old-fashioned" physicians still practice on the frontier. There is no licensing or control of physicians for most of the century.

The Physician skill at TL4 includes bloodletting, blistering, and administering drugs to induce vomiting, diarrhea, and perspiration. In realistic campaigns, critical failure of the Physician skill usually results in the patient's death.

Mid-19th century Americans begin to patronize homeopaths and hydropaths to escape the dangers of conventional medicine. Physicians from 1830 and later may specialize in homeopathy — the theory that a drug that produces a given symptom will cure that symptom in the sick, and that the potency of a drug increases with dilution — or hydropathy, which uses only water, steam, and ice to assist natural healing. Conventional doctors prescribe changes in ventilation, diet, bathing, and even politics or religion, to supplement drugs and surgery.

Ether is available to frontier doctors in 1847. By 1848, nitrous oxide and chloroform join it. Anesthesia is used for only the most major surgery until the 1880s. Before 1870, infection is misunderstood and surgery often results in death. Later, surgery to reposition and wire together shattered bones begins to replace immediate amputation as the preferred treatment.

Office practice in large towns and cities begins in mid-century. By 1900, it's as important as house calls, although country doctors still visit patients in rural areas. Throughout the century, surgeons call as well, operating in private homes when moving the patient is too dangerous. Most hospitals aren't reliable until after the Civil War.

See also the *Diagnosis* skill, p. 33.

Riding (Horse) ***see p. B46***

This includes grooming, caring for, and saddling. Riding bareback is at -2 unless the rider initially learned to ride bareback. Spanish and Indian riders mount from the right side of the horse, Americans mount from the left. (This makes a difference when placing weapon sheaths and other items, and can confuse stolen horses.)

Sign Language ***see p. B55***

Plains Indians use sign language to overcome the profusion of Indian languages and dialects. Most Indians from the Great Plains know the standardized gestures, and many trappers and scouts learn as well. When two people try to sign, and one or both has a skill level of 10 or less, the GM may want a roll to see if the idea comes across. Roll against the *poorer* language skill plus 1/5 of the better signer's skill (round down). For hurried gestures, distance, or complex ideas, roll with a -2 to -8 penalty.

Tracking ***see p. B57***

This skill garners information about goings-on in the area. Experienced trackers can read the type of animal, estimated number, speed, direction, and age of tracks. Such information may be crucial . As an example, Indian tracks which include furrows among the hoof prints signify a group on the move with their women and belongings — the furrows are made by horse and dog travois — and not a party of young braves.

Traps/TL5 ***see p. B68***

This skill covers everything from rabbit snares to camouflaged pits. It includes the knowledge of the proper baits, and the

animal's habits and habitats. Familiarity rules apply (see p. B43), penalizing skill rolls for unfamiliar prey.

Roll when setting the trap. Failure requires resetting. Critical failure injures the trapper. Time required depends on the type of trap; rabbit snares take 15 minutes, buffalo pits require three hours. Manufactured spring traps take five minutes.

Muskrat, mink, and beaver traps are set underwater. Trappers looking for beaver generally set the traps at sunset and check for catches the next day at dawn. Some trappers set a string of traps in a wide loop, starting and ending near a base camp. A two-or three-day schedule of following the line — checking each trap and resetting it before moving on to the next — and camping out each night is common. The trapper moves on when the area is trapped out.

Roll against the Trap skill once per day for each trap. Where game is scarce, the GM may increase the interval between rolls. A success means an animal is caught; a critical success means a fine specimen, of triple value. A critical failure means that the trap caught something unwanted, such as a skunk; that the animal is still alive, and must be dispatched; or that the animal escaped — perhaps taking the trap with it, or leaving a paw behind.

If the character has an Area Knowledge of 15 or higher in the area, add +1 to the trapping roll. Manufactured traps, as opposed to home-made or improvised, add +2.

Metal spring traps may be dangerous to domestic animals and humans, causing crushing damage. A rabbit or mink trap can cause 1d-4 damage; enough to break a finger or a toe. Beaver traps cause 1d damage. Wolf traps cause 2d damage. Bear traps inflict 3d+2 damage. Pits inflict falling damage. Traps and snares made out of natural items normally won't harm a human, though a large deadfall does 1d+1 crushing damage.

Humans may make a quick contest of their IQ versus the trapper's skill to avoid a trap. Traps and snares set on land rarely kill the animal outright: suffocation, bleeding, thirst, predators, or the trapper finish them off.

New Skill

Equestrian Acrobatics (Physical/Hard) ***Defaults to Acrobatics -3 or Riding -3***
Prerequisites: Riding

The ability to perform acrobatic and gymnastic stunts on horseback. Common stunts include: flying mount or dismount from a moving horse, "scissoring" to change facing direction on a moving horse; standing on the back of a trotting or galloping horse; picking an object off the ground at a gallop; riding two horses at once, with one leg on the back of each; and riding on the horse's side, shielding oneself with its body and neck. Equestrian Acrobatics at skill level 12 or higher is required for such stunts as "pyramiding" with multiple horses and people. Acrobatic feats require the cooperation of the mount. Critical failure results in a dangerous fall; take 2d damage.

Money

The standard starting wealth in the Old West should be about $200. GMs may adjust this to fit the campaign. In mining towns during the gold rushes, starting wealth may be $1,000 — but Cost of Living (see sidebar, p. 12) and most prices will be five times higher, as well.

Silver, Gold, and Paper

For most of the 19th century, there was no central banking system; each state and every bank issued its own paper money. Banks rarely redeemed other banks' notes for full value — the farther the issuer, the greater the discount. By the end of the Civil War, favorable foreign exchange rates bled the east of gold and silver. Civilians had only "greenback" paper dollars and "shin plasters" (notes for 3, 5, 10, 25, and 50 cents). In 1875, the treasury finally had enough coins to redeem them — but Confederate notes were utterly worthless.

Coins

Out West, short-lived banks and irredeemable notes caused distrust of paper money. Only metal was accepted — silver or gold, raw or minted, including Spanish and Mexican money.

The following coins circulated in the Old West.

Gold Eagle, $10 (27 coins per lb.)
Half Eagle, $5 (52/lb.)
Quarter Eagle, $2.50 (104/lb.)
Silver Dollar (17/lb.)
Half Dollar (36/lb.)
Quarter Dollar (72/lb.)
Dime (182/lb.)
Half Dime (365/lb.)
Copper Cent (42/lb.; 97/lb. beginning 1857)
Half Cent (53/lb., discontinued 1857)

Silver and gold coins are 90% pure. The U.S. government began minting gold dollars and $20 double eagles in 1849. In 1853, $3 gold coins joined the currency. Both were abolished in 1890.

Congress set the ratio of silver to gold at roughly 16 to 1 in 1837. Until 1874, silver was worth slightly more than the face value of the coins, leading to mass exportation of coins to foreign markets. The U.S. accepted foreign gold coins by weight until 1819; silver coins until 1827; and always when selling public lands to immigrants.

Spanish and Mexican silver was legal tender until 1857. A Spanish or Mexican *peso* ("adobe dollar") is a large silver coin, worth about $1. Eight silver *reals* ("ree-ahls"), or bits, make 1 peso. The U.S. quarter dollar is worth two reals, hence the term "two bits."

Other coins found in the West included Civil War cents — small bronze coins issued by merchants when government-minted coins disappeared — and copper cents, the size of a half-dollar, minted until the mid-1850s. Most businessmen in the Old West avoided any change smaller than two bits. Private Californian mints produced gold coins throughout the Gold Rush, including enormous $50 slugs.

Gold Measurements

Gold come in three forms — dust, flakes, and nuggets. Many mining communities accept gold dust. Local merchants determine a standard price for gold (about $20 an ounce) and rarely accept anything else as payment. In the Sierras, the basic measure is a pinch, worth one dollar and usually good for at least one drink. A wineglass of dust is worth $100, and a tumbler $1,000. A couple of teaspoons a day — half an ounce, worth $8 — is the minimum requirement to keep a miner alive and save a little.

Trading

Most settlers are desperately poor, and a serious lack of currency makes everyday business difficult. Trading is often done by barter.

In barter, prices are determined by the participants' needs and wants rather than by the monetary value of the articles exchanged. Indians and white traders in the northwest add more goods to the deal until both parties are satisfied. An Indian may trade furs, food, clothing, or even a canoe, for metal knives, combs, wool blankets, alcohol, or ammunition.

Trading between Indians is also based on reciprocal gift-giving. Many tribes stress generosity, but expect the recipient to repay the gift to the best of their ability. Tradition determines the standard payment for services and goods. An ordinary riding horse is worth 8 buffalo robes, 3 lbs. tobacco, or 15 eagle feathers. Exceptional buffalo-hunting or race horses are worth 10 guns or several pack animals.

Whites also trade with one another, especially before civilization sets in. Shop owners may extend credit for up to eight months. Those who have give to those who need, knowing they may be in need someday, but most people are happier if they can pay for goods and services with good, solid money.

Trading Posts

The fur companies established trading posts throughout the northern Plains and Rocky Mountains to trade with the Indians. Main depots typically housed 50-100 men with as much as $100,000 in trade goods. Regional posts were about 20% as large. Small groups of men also set up temporary posts with less than $3,000 in trade goods.

Trade goods include beads, weapons and ammunition, wool blankets, and fine cloth. Trappers and mountain men outfit themselves from the posts as well, at slightly better prices than those quoted to the Indians. Even so, the fur companies discount the furs received and inflate the supply prices, especially whiskey.

Pelt and skin values vary from year to year, but these are some standard values. A buffalo robe, beaver pelt, or elk skin is worth one of the following: 30 rounds of ammunition (ball and shot), one common blanket, one shirt, or ½ yard blue or scarlet cloth. Eight skins or robes earn a light musket; 12 earn a rifle. A muskrat or mink skin nets one of: 2 flints, 1 awl, 1 fish hook, 2 loads ammunition, or 4 bells. Good dressed antelope or deer skin gets you 10 loads ammunition.

The General Store

The general store is the community's meeting-house, post-office, and supply depot. Dry goods and hardware cram the shelves. Preserved meats and cookware hang from the rafters. Kegs and barrels of everything from molasses to flour clutter the sparse floor space. And every general store has glass jars of candy on the counter.

Prices depend on the cost of transportation, availability of goods, and local competition. Many customers buy on credit and pay when they can with whatever they have.

Sutlers

The military appoints a civilian sutler, or storekeeper, for each military post. The sutler draws no pay, but is granted the rank of warrant officer — higher than the enlisted men but below the officers. He pays 10 cents per soldier in return for a trading monopoly. The sutler sells practically everything not supplied by the government, including extra clothing and personal items. Most posts prohibit the sale of liquor, but the sutler usually finds a way.

Clothing

Fancy dress in the Old West means linen shirts, black silk bow-tied cravats, and a fancy paper collar worn once then thrown away. A black broadcloth frock coat with tails, fine trousers, and polished leather boots completes the outfit. The brocaded vest sports a derringer or two in the pockets. A soft felt slouch hat, "planters' Hat", a bowler, or a silk high hat tops it all.

Frontier ladies wear bustled dresses with ruffles and lace when they go socializing. Accessories include drawers, petticoats, bust pads, and garters. Fancy hats, purses, mitts, and earrings also have their places. Women ride sidesaddle in riding habits. Toward the end of the century split riding skirts came into fashion and women began to ride astride.

Stetsons

In 1865, John B. Stetson began manufacturing his world-famous hats. By the time he died in 1906, the John B. Stetson company was selling two million hats a year, worldwide. A genuine Stetson cost $10 or more (usually a *lot* more), but would last almost forever.

Mexican sombreros also found their way into the West, particularly in territories originally held by Spain. Stylish wearers dented the high crown to a blunt point, and let the chin strap dangle under their jaw.

Protective Clothing and Armor

To protect themselves from bushes, thorns, and so on, Westerners wear leather jackets, boots, gloves, and cloth hats. (Use the protective stats given on p. B210). A cowboy's chaps — leather leggings — protect him from brambles and thorns. They also offer some protection in a fight. Chaps cover the legs (areas 12-16; PD2, DR1), but not the groin.

Price List

The prices given are approximate — true prices fluctuate according to time and place. The GM may double or triple prices to reflect availability, shipping costs, and other campaign factors. "Boom" town economies may demand prices 5 or 10 times those listed. In "Busted" economies, most items can't be had for *any* price.

Certain items have dates indicating when they became available. Most items listed are available throughout the "classic" period (1865-1885).

Entertainment and Outdoor Life

	Weight	*Price*
Entertainment		
Banjo	12 lbs.	$12.50
Bible	2 lbs.	$5.00
Bordello, "boarding" (overnight stay)		$30.00
Castanets	negligible	$.45
Circus, ticket		$.50
Concertina	6 lbs.	$8.00
Dance Hall, one dance ticket		$.50
Dance Hall, "Quick date"		$5.00
Deck of marked cards, mail order, (+2 to Gambling skill)	negligible	$1.25
Deck of regular cards	negligible	$.17
Dice	negligible	$.25
Fancy Bordello, "boarding" (also needs letter of introduction)		$50.00-$100.00
Guitar	10 lbs.	$8.20
Harmonica	negligible	$.50
Jew's Harp	negligible	$.15
Musical production, ticket		$.50
Newspaper	negligible	$.01
Novel, paperback	negligible	$.10
Piano, upright	800 lbs.	$100.00
Poker chips, 1000	1 lb.	$2.75
Stage play, ticket		$1.00
Trombone	5 lbs.	$9.00
Trumpet (Cornet)	4 lbs.	$11.00
Violin (Fiddle)	4 lbs.	$9.50
Wild West show, ticket		$.50
Outdoor Life		
(For weapons, see *Weapon Tables*, p. 88-90)		
Ammunition, .22 metal cartridge (100)	2 lbs.	$1.40
Ammunition, .32-.38 metal cart. (100)	4 lbs.	$2.50
Ammunition, .41-45 metal cart. (100)	6.5 lbs.	$3.25
Ammunition, .59-90 (100)	6.5 lbs.	$4.75
Ammunition, lead balls	5 lbs.	$.35
Ammunition, black powder	1 lbs.	$.50
Bed roll	10 lbs.	$4.00
Binoculars, 5× (1850)	2.5 lbs.	$15.00

Binoculars, 10× (1850)	3 lbs.	$25.00
Canteen	1 lbs.	$0.50
Compass	negligible	$2.00
Gun cleaning kit	1 lbs.	$1.50
Oil for lamps, etc. (1 gallon)	8 lbs.	$.10
Oil lamp	4 lbs.	$1.50
Percussion caps (100)	negligible	$.60
Scabbard, rifle	2 lbs.	$2.50
Telescope, range 14 miles	3 lbs.	$15.00
Tent, miner's (for one)	30 lbs.	$6.00
Tin plate, cup, fork, spoon set for one	1 lbs.	$.30
Trail cook's kit (fry pan, stew pot, coffee pot, etc.)	80 lbs.	$3.00
Trap w/chain, 5" jaw (mink)	2.5 lbs.	$.25
Trap w/chain, 6.5" jaw (beaver)	3 lbs.	$.39
Trap w/chain, 8" jaw (wolf)	9 lbs.	$1.85
Trap w/chain, 16" jaw (bear)	17 lbs.	$11.75

Everyday Necessities

Clothing and Personal Items

Bandana	negligible	$.10
Boots, military or cowboy	3.5 lbs.	$5.00
Boots, custom made	3.5 lbs.	$25.00
Buckskin shirt	3 lbs.	$2.00
Buckskin trousers	3 lbs.	$1.75
Buffalo robe	40 lbs.	$10.00
Candles, wax (1 dozen)	1 lbs.	$.10
Cap, broadcloth	negligible	$.50
Cartridge belt (holds 50 rounds)	2 lbs.	$1.00
Chaps	6.5 lbs.	$4.50
Cigar, cheroot	negligible	$.05
Cigar, "the kind Buffalo Bill smokes"		2 for $.25
Dress	4 lbs.	$1.50
Hat, derby	0.5 lbs.	$2.00
Hat, cowboy	1 lbs.	$3.00
Hat, Stetson	1 lbs.	$20.00
Hat, lady's feathered	1 lbs.	$4.00
Hat, sombrero	0.5 lbs.	$3.50
Holster	0.25 lbs.	$1.00
Holster, Hollywood	0.25 lbs.	$5.00
Holster, shoulder	0.5 lbs.	$1.50
Holster, swivel	0.25 lbs.	$3.75
Knife, pocket	negligible	$.50
Matches, safety (1855) (box of 240)	negligible	$.10
Mirror, brush, comb set	2 lbs.	$3.00
Overcoat, cloth	10 lbs.	$8.00
Overcoat, fur	20 lbs.	$15.00
Razor, straight	negligible	$1.25
Shirt	negligible	$.50
Shoes, men's or women's	2 lbs.	$3.50
Slicker (yellow)	4.5 lbs.	$4.00
Soap, cake	negligible	$.03
Socks, 1 pair	negligible	$.01
Suit, man's or woman's	6 lbs.	$12.00
Tobacco (1 oz.) (smoking, snuff, or chewing)	negligible	$.10
Travel trunk	25 lbs.	$5.00
Spurs, plain	negligible	$0.50
Spurs, fancy	negligible	$10.00
Trousers	3 lbs.	$1.50
Watch, pocket with chain	negligible	$4.00
Union suit	1.5 lbs.	$.75

Food

Bacon, side	40 lbs.	$.10
Beer, glass		$.05
Beer, small keg	10 lbs.	$2.00
Chewing gum, 100 pieces	5 lbs.	$.25
Chocolate, 8 oz tin	0.5 lbs.	$.10
Coffee, 2 lb. tin	2 lbs.	$.50
Corned beef	100 lbs.	$5.75
Crackers	25 lbs.	$1.50
Flour, sack	50 lbs.	$4.00
Meal, average		$.25
Meal, good		$.75
Meal, train		$1.50
Oatmeal, sack	50 lbs.	$4.00
Rations (salt meat, flour, beans for 1 week)	10 lbs.	$1.00
Sugar, 1 lb.	1 lbs.	$.10
Tea, 6 oz. tin	6 oz	$.50
Whiskey, shot		$.10
Whiskey, bottle	3 lbs.	$1.25

Housing and Services

Bath	$.50
Bath (clean water)	$1.00
Hotel, poor (per night)	$.25
Hotel, average (per night)	$.75
Hotel, good (per night)	$2.00
Hotel, high falutin' (per night)	$6.00
Room (per week)	$1.00
Room and board (per week)	$2.50
Shave and haircut	$0.25
Stable, overnight for man or beast (per night)	$.25

Homesteading

Household Items

Bedroom set	275 lbs.	$21.00
Cook stove	300 lbs.	$40.00
Cookware set	80 lbs.	$3.00
Dining room set	400 lbs.	$50.00
Dishes, setting for six	80 lbs.	$12.00
Glassware, setting for six	40 lbs.	$8.00
Oil lamp, fancy parlor type	10 lbs.	$1.50
Parlor suite (couch, 4-5 chairs)	325 lbs.	$40.00
Sewing machine (1851)	50 lbs.	$25.00
Silverware, setting for six	4 lbs.	$5.00

Land

Homestead (160 acres; land must be worked for five consecutive years)	$10.00
Townsite (320 acres; could be subdivided into 450 lots of 125 ft. deep × 25 ft. wide) (Founders' price)	$400.00
Townsite, quarter (80 acres) (Founders' price)	$100.00
Town lot (poor location)	$50.00
Town lot (Main Street location)	$400.00
Town lot (choice location)	$1,000.00

Tools and Professional Equipment

Business Supplies

Cash box with lock	2 lbs.	$.60
Envelopes (1 dozen)	negligible	$.05
Paper (100 sheets)	negligible	$.25
Pen, fountain	negligible	$2.50
Pen, quill	negligible	$.05
Pencil (1 dozen)	negligible	$.10
Postcard	negligible	$.01
Printing press, small	50 lbs.	$45.00
Steel safe (inside 12" × 8" × 9"; outside 24" × 15" × 15")	300 lbs.	$13.25
Steel safe (inside 28" × 21" × 18"; outside 47" × 32" × 30")	2100 lbs.	$82.50
Typewriter (1867)	20 lbs.	$34.00

Medical Equipment

Doctor's bag with instruments	15 lbs.	$25.00
Ether[1] (1844), anesthetic	negligible	$.25/dose
Eyeglasses	negligible	$2.00
Laudanum, for pain	4 oz.	$.35
Nitrous oxide, "laughing gas"	negligible	$.25/dose
Quinine (1803), for malarial fever	4 oz.	$.50
Veterinary bag with instruments	20 lbs.	$22.00
Wondercure (pint)	1 lbs.	$2.00

[1] — Flammable: when heated in closed container, an air/ether mixture will explode for 1d damage.

Tools

Anvil	80 lbs.	$15.00
Axe	6 lbs.	$1.00
Barbed wire (50 yds) (1868)	20 lbs.	$1.00
Blacksmith's tool set (bellows, hammer, tongs, etc.)	100 lbs.	$15.00
Blasting caps (1 dozen)	negligible	$.50
Carpenter's tool set (level, plane, saw, square, etc.)	30 lbs.	$21.00
Dynamite, black market (1866-1872)	.25 lbs.	$1.00/stick
Dynamite, legal (1872)	.25 lbs.	$.25/stick
Electronic detonator (1870)	1 lbs.	$5.00
Fuse (per yard)	negligible	$.05
Handsaw	2 lbs.	$1.50
Hammer	2 lbs.	$.50
Lantern	2 lbs.	$.80
Nitroglycerine (1846)	1 oz.	$.50
Ore car	150 lbs.	$15.00
Pan	.5 lbs.	$.10
Pick	6 lbs.	$.75
Plow (horse-drawn)	80 lbs.	$6.50
Rope (per yard)	negligible	$.05
Scales	10 lbs.	$3.00
Shovel	6 lbs.	$.50
Wirecutters	2 lbs.	$2.50
Wheelbarrow, steel, for miners	80 lbs.	$6.00

Transport, Travel, and Communications

Transportation

(For animals, see *Western Bestiary*, pp. 118-120)		
Buggy (capacity 2 people, 500 lbs.)	380 lbs.	$40.00
Surrey, (capacity 4 people, 800 lbs.)	500 lbs.	$90.00
Canoe	90 lbs.	$10.00
Consolidation locomotive	57 tons	$9,750.00
Flatboat	4 tons	$1.50/ft
Harness (single)	15 lbs.	$10.00
Harness (team, per 2 horses)	40 lbs.	$25.00
Keelboat	6 tons	$3.00/ft
Pullman car	20 tons	$20,000.00
Quirt (Spanish riding whip)	negligible	$1.25
Saddle and bridle, fancy (cowboys)	25 lbs.	$60.00
Saddle and bridle, plain	20 lbs.	$27.50
Saddlebags and saddle blanket	10 lbs.	$8.25
Stagecoach (not including six horses)	2,500 lbs.	$1,500.00
Steamboat	60 tons	$100,000.00
Wagon, light (capacity 1,200 lbs.)	500 lbs.	$30.00
Wagon, heavy (capacity 4,500 lbs.)	1,085 lbs.	$40.00

Travel Fares

Ship: N.Y. to San Francisco (1848), around Cape Horn (168 days)	$80.00
Ship: N.Y. to San Francisco (1848), across Panama (70-90 days; scalper's prices)	$200.00
Stagecoach: Local (per mile)	$.15
Stagecoach: Express (per 50 miles)	$3.00
Stagecoach: St. Louis to San Francisco (25 days)	$200
Steamboat: St. Louis to Fort Benton	$300
Train: Omaha to Sacramento, 1st class, express	$100.00
Train: Omaha to Sacramento, 2nd class, express	$75.00

Mail

Letter, by mail (1861-1883)	$.03/half oz.
Letter, by mail (1884)	$.02/oz.
Letter, by Pony Express (1860; per half-ounce)	$5.00
Letter, by Pony Express (1861; per half-ounce)	$1.00
Package, by mail (1870)	$.01/oz.
Package, Overland Express (1859; up to 20 lbs.)	$.10/lb.
Package, rail freight (1870; over 100 lbs.)	$.08/lb.
Telegram	$.50/word

Bounties

Billy the Kid (1880)	$500.00
James, Frank (1876)	$15,000.00
James, Jesse (1870)	$500.00
James, Jesse (1882)	$10,000.00
Starr, Sam and Belle (1885)	$10,000.00
Generic bank robber	$100.00-$1,000.00
Generic stagecoach robber	$50.00-$100.00
Generic train robber	$100.00-$500.00

Job Table

Poor

Indian Police (Guns 12+), $8+R&B	Worst of ST, IQ	3d/LJ
Laborer, unskilled (ST 11+), $12	ST-1	2d/LJ
Launderer* (no qualifications), $12	IQ	-1i/LJ
Ne'er-do-well* (no qualifications), $5	10	-1i/3d
Private (Guns 10+), $15+R&B	PR	-1i/3d

Struggling

Cowboy (Animal Handling 12+, Lasso 10+), $40+R&B	Best PR	-2i/2d
Farm Laborer (IQ 9), $35+R&B	12	LJ
Farmer* (Agronomy 12+, ST 10+, some land), $50	PR	-1i/-3i
Hunter (Guns 12+, Survival 12+), $40	Best PR	2d
Indian Interpreter (Indian Language 10+), $50	PR	LJ/scalped
Laborer, railroad (ST 10+), $50	ST	LJ
Lumberjack (ST, Climbing), $35	Best PR	3d
Miner (ST 10+), $50	PR	-2i/2d
Sergeant (Guns 12+),$20+R&B	PR	2d/demotion
Stock Tender (Animal Handling 10+), $40	PR	LJ
Teacher (Teaching 10+, Academic skill 10+), $20+R&B	Best PR	LJ
Trail Cook (Teamster 12+, Cooking 8+), $50+R&B	Best PR	LJ/1d
Trapper (Traps 12+, Survival 12+), $40	Best PR	2d/-3i

Average

Blacksmith (Blacksmith 10+, Animal Handling 10+, ST 10+), $75	Best PR	2d
Buffalo Skinner* (Butcher 10+), $60	PR	-2i/LJ
Carpenter* (Craft skill 11+), $65	PR	-1i
Dance Hall Girl (Dancing 11+), $100	PR+Reaction	-2i/LJ
Detective* (Criminology 13+ or Streetwise 12+), $80	PR	2d,-2i
Doctor* (Physician 12+), $100	PR	-1i/-6i
Express Messenger (IQ 11+, Guns 12+), $60+R&B	IQ	LJ
Gambler* (Gambling 11+), $100	PR	-3i/-6i or 3d
Indian Agent (Administration 12+, Fast-Talk 10+), $100	Best PR	LJ
Newspaper Editor* (Writing 14+, Mechanic (Printing Press) 12+), $85	Best PR	-2i/LJ
Outlaw* (Guns 14+, 2 or more Thief skills 12+), $100	Worst PR	2d/jail
Packer (Packing 12+), $75	PR	LJ
Postmaster (Administration 12+), $85	PR	-2i/LJ
Prospector* (Prospecting 12+), $85	PR	-2i/3d
Ranch Foreman (Administration 10+, Leadership 10+), $65+R&B	Best PR	LJ
Sheriff (Weapon skill 12+), $60+fees	IQ	2d/LJ
Shopkeeper* (Professional or Craft skill 12+, shop), $100	PR	-1i/-3i
Stage Driver (Teamster 12+), $75	PR	2d/LJ
Teamster (Animal Handling 12+, Teamster 12+,Whip 12+), $65	Best PR	LJ
Trail Boss (Leadership 12+), $100+R&B	PR	-2i
Traveling Salesman* (Merchant 11+, Fast-Talk 11+), $100	Best PR	-2i

Comfortable

"Soiled Dove"* (Sex Appeal 10+), $200	PR	-2i/2d
Business owner* (Merchant 11+, Administration 12+). $250	Administration	-3i/-10i
Lawyer* (Law 12+), $150	PR	-2i/-5i
Lieutenant (Leadership 10+, Tactics 10+), $120+R&B	Best PR	3d/Rank-1
Pony Express Rider (Riding 14+), $125	PR	3d
Stationmaster (Administration 12+), $100+R&B	PR	LJ
Steamboat Engineer (Mechanic/Steam Engines 12+), $150	PR	LJ/3d
Steamboat Mate (Ship Handling 10+, Leadership 10+), $150	Worst PR	-1i/LJ
Surveyor (Surveying 12+), $150	PR	-2i/LJ
Wagon Master* (Leadership 12+, Area Knowledge 12+), $150	Worst PR	2d/LJ

Wealthy

Buffalo Hunter* (Guns 14+), $1000	PR	2d/-3i
Large Business Owner* (Merchant 11+, Administration 12+, Status 2+). $1,500	Administration	-3i/-10i
Pilot (Ship Handling 12+, Area Knowledge of river 14+), $600	Worst PR	LJ
Steamboat Captain (Ship Handling 11+, Leadership 10+), $300	Worst PR	-1i/-6i

Filthy Rich

Business Baron* (Merchant 12+, Administration 12+, Status 2+, Industry), $3,000	Administration	-3i/-10i
Politician or Governor* (Politics 12+, Status 2+, Constituency), $5,000	PR	-3i/LJ

* freelance jobs see p. B193 for key

TRANSPORTATION 3

In an age of commuter planes from New York to Los Angeles and four-hour Concorde flights across the Atlantic, people tend to forget that travel — until *very* recently — was a long, arduous and *risky* business. This was especially true in the old West.

Overland

Pack and wagon trains provisioned and populated the West until the 1860s. There were several different types of ground transportation available:

Mule Trains

Until roads and trails are developed, only pack trains can make it over the mountains. A pack caravan of 50-200 mules travels 12-15 miles a day. A packer leads the "bell mare" at the head of the caravan — the mules are trained to follow the sound of her bell.

The march doesn't rest at noon, as a mule that lies down with a pack can cripple itself getting up again. Packers (one per eight mules) constantly check the loads, each about 300 lbs; the loads settle as the walk progresses and may swing under the animal's belly or fall off.

Wagon Trains

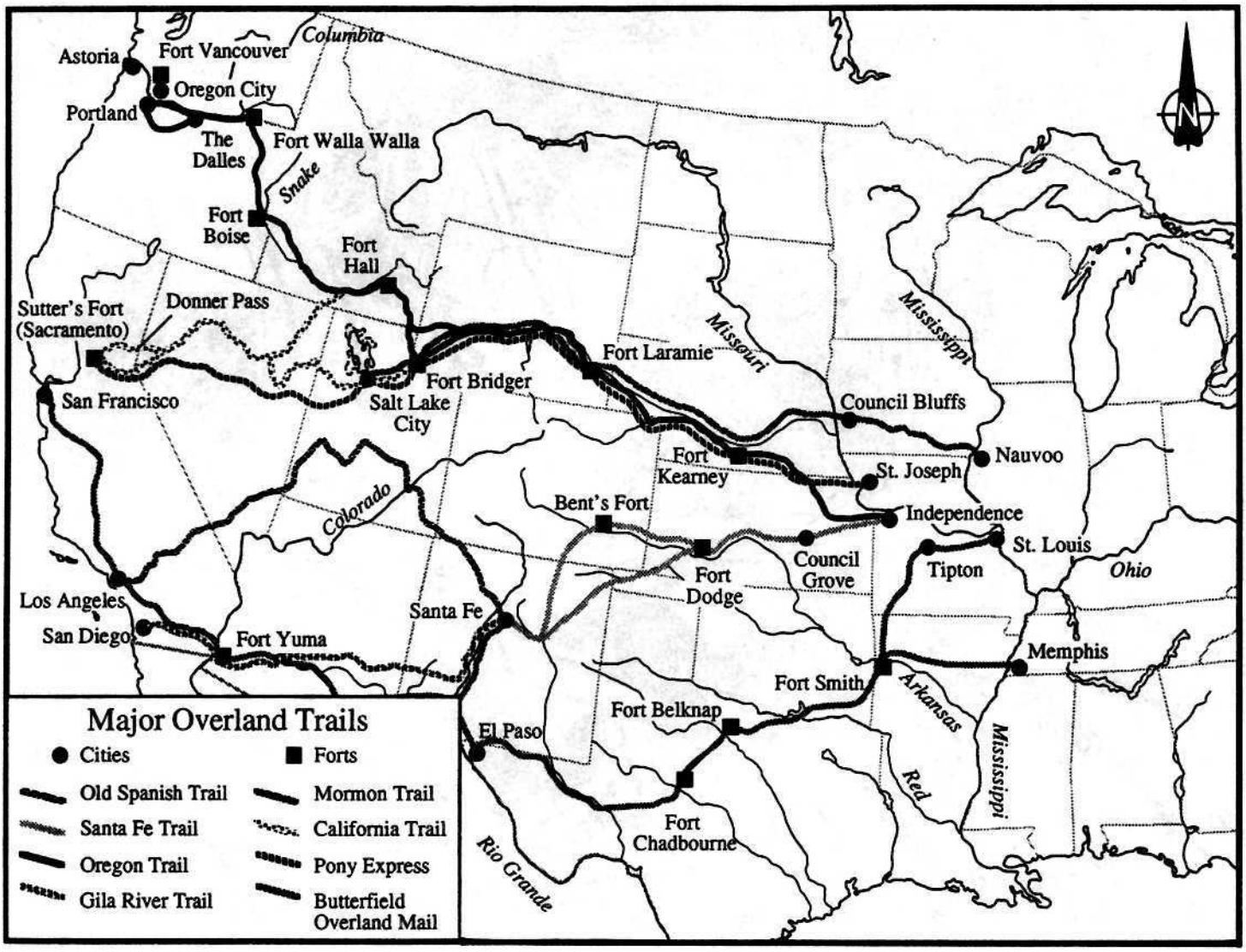
Freight trains head out in spring, when the prairie grass grows high enough to feed the teams. Twenty-six wagons (including a kitchen wagon) supports about 35 men. There are ten mules or six yoke of oxen per wagon, and perhaps 30 spare animals. Each train has a captain and lieutenant (an elected leader and second).

Overland Hazards

Any number of hazards can assail an overland traveler. If a team spooks or a harness breaks while fording a stream, the wagon may be upset or float away. A team that panics while fording may drown itself plunging about with the wagon attached. If a wagon is overturned or isn't packed correctly, all its goods get wet — it takes two dry days and an acre of land to dry a typical wagon's contents. Wagons stuck in the mud must be double-teamed out — a second team is hitched on to help pull the wagon free.

For normal travel, refer to *Riding and Draft Animals*, pp. B144-5. Distances traveled each day are 12 miles for oxen, 15-18 miles for mules or horses under pack or in harness. For riding distances, see p. B187.

For river crossings, refer to *Bad Footing*, p. B107, and the *Swimming* rules on p. B91. Animals have swimming skills equal to their DX, but are at -1 if being ridden or bearing a pack, and -6 if in harness or yoke. For characters crossing a desert, see *Starvation and Dehydration*, p. B128, *Heat*, p. B130, and *Lost in the Desert*, p. B236.



Bull trains average 12 miles a day, mule trains 15-20. Drivers call "gee" to head the team right, "haw" for left, and "whoa" to stop. (Indians think whites call cattle "wohoss" and wagons "goddams".) "Bullwhackers" drive ox teams, "mule skinners" handle the mules.

The animals graze for about an hour three times a day. "Nooning" (a rest break) lasts from 10:00 a.m. until 2:00 or 3:00 p.m. The afternoon march lasts until sundown. Teamsters circle the wagons in an oval perhaps 70'-80' wide by 120'-130' long. In dangerous areas, the teams stay inside the circle; when no trouble's expected, they graze outside.

Conestoga Wagons

These nearly indestructible wagons started heading west in the 1830s.

A Conestoga is 16' long, 4' wide, and 4' deep. Its bed is slightly bowl-shaped so loads won't tumble out. Six or more wagon bows hold up the cover, which cantilevers over the bed. The tool box contains some small spare wagon parts as well as tools. The wagon jack, essential for wheel repair, water, and tar buckets are tied on. The Prussian blue body, red running gear, and white canvas cover make a new Conestoga very patriotic.

Three teams of two draft horses (the lead, swing, and wheel teams) travel 12-18 miles on a good day. The driver usually rides the left wheel horse. The horses wear blinders and bells. If draft horses are unavailable or unaffordable, ten mules or two yoke of oxen can haul a Conestoga.

Prairie Schooners

These smaller descendants of the Conestogas were developed in the late 1840s.

A prairie schooner is 14' long and 4 ½' wide, with 5 ½' sides. Four horses or 8 mules can pull one easily; oxen are seldom used. The driver sits on the right of the box seat. Prairie schooners have a low canvas bonnet, and are also painted blue and red.

Stagecoaches

Stagecoaches began crisscrossing the West with passengers, letters and parcels, gold dust and bullion in the late 1850s. Traveling more than 1900 miles in 17-20 days, the overland mail made about a hundred miles each day. In a record run, one 4-horse team hauled nearly half a ton of mail and 14 people 14 miles in 52 minutes — 16 miles an hour!

The premier stagecoach is the Concord coach, of Concord, New Hampshire. Two cushioned seats face each other from the carriage's front and rear with a removable leather bench between. The box under the driver's seat hides tools, the strongbox, a water-bucket, and a buffalo robe. A seat for three is sometimes added on the roof behind the driver. A large rear boot carries the baggage, express packages, and mail. Extra packages or mail goes on the roof. A waterproof curtain encloses the carriage in bad weather.

The bright red carriage body hangs on two leather straps attached to the carriage frame. It gives a smooth ride over any type of road. Some claim it feels like the ocean — those prone to motion sickness beware.

The stagecoach typically holds 15 — the record was 35. Three can fit on each of the inside benches, for a total of nine, although six was usual. Overweight passengers and their seat-mates will be uncomfortable. The driver, express messenger, and sometimes a passenger sits on the box. Three passengers can brave the roof seat, and more may simply cling to the roof. The back seat (facing forward) is the most desirable, the front next, the middle a poor third, and the roof a long fourth. Seats are reserved at ticket purchase. Passengers can bring 25 lbs. of baggage — extra baggage costs a dollar a pound.

Other Vehicles

Travelers who don't want to ride usually take a horse- or mule-drawn conveyance. Some well-to-do city people have carriages that match their European counterparts' bright paint and gilding ounce for ounce — of course, mules never draw fine carriages. The following are common vehicles — most are about 5 feet wide, measured wheel to wheel.

Buckboards

These light farm or ranch wagons, pulled by two horses, are little more than long boards with wheels on the sides. Springs under the seats add to the bouncy ride and the driver can prop his feet against the dashboard. A minuscule rail supposedly prevents the packages in back from toppling off. Weight is about 500 lbs, with a carrying capacity of 1,200 lbs.

Buggies

These favorite horse-drawn vehicles have a leather or painted canvas folding top (with an open back or small mica window) over a wide padded seat. On fancy models, A waterproof curtain with reinslits and another small mica window keeps the traveler dry. Buggies rarely have brakes, but they do have a whip socket on the right of the dashboard. One horse can draw a buggy, which a man can right if it overturns. Weight is about 380 lbs, with a carrying capacity of 500 lbs.

Jump-Seat Wagon

Stables rent these boxy affairs, which have a short bench seat and fixed sides, back, and roof. They are pulled by two horses. Rental is $1 per night or $4-5 for the whole day, horses included. Weight is about 800 lbs, with a carrying capacity of 2,500 lbs.

Stagecoaches travel eight miles an hour. About every 12 miles, the coach stops at a station to change horses, and the travelers stretch their legs. Passengers sleep sitting up in the coach. An exhausted traveler can spend a night at a station — but with only one coach each way each day, there's no way to avoid night travel.

The Railroad

Barely 40 years passed between the railroad's introduction and the transcontinental railroad. The steam-powered locomotive supplanted almost every form of long-distance and commercial travel, even its cousin steamboat, well before the end of the century.

Even the railroad builders had no idea how successful their baby would be. In the 1830s and 1840s, more than 200 railroad lines and nearly 1,000 miles of rails covered the North, South, and Midwest. By 1860, the Union had 20,000 miles of track, the Confederacy 10,000. Railroads increased passenger travel five-fold, and demand for space on railroad cars greatly outstripped supply throughout the century. By the late 1890s, railroads employed 5% of the population.

The Transcontinental Railway

In 1862, the Pacific Railroad Act sanctioned the transcontinental railway from Omaha to Sacramento. The Central Pacific company (CP) drove east over the Sierra Nevadas; the Union Pacific company (UP) headed west up the Platte River valley. The UP hired "Irish Terriers," the CP Chinese "Coolies." Roustabouts graded the beds with pick, shovel, and handcart. Five men laid four 500-lb rails per minute, 400 rails to the mile. Work trains hauled tools and a smithy, bunkcars, dining cars, kitchen, storeroom, and engineers' office. Crews needed 40 carloads of supplies every day.

Each company had problems: Indians sometimes attacked the UP survey teams or construction camps and the Sierra Nevada Mountains daunted the CP workers. Saloonkeepers, con men, dance hall girls, and gamblers followed the CP crews, building tent cities and makeshift towns — "hells on wheels" — every 50 miles.

In 1869, VIPs drove the Golden Spike at Promontory Point, north of the Great Salt Lake. Passenger service began within the week.

Stagecoach Hazards

A three-week, cross-country stagecoach trip is not for the fainthearted. Passengers are at the mercy of sudden blizzards, the constant rocking, breakdowns, endless horse changes, sudden illness, bandits, Indians, and each others' Odious Personal Habits. Claustrophobia and lack of sleep drive some passengers berserk. (On one trip, a man knifed a passenger and gunned down two more before being shot and killed.)

A stagecoach may overturn on bad roads; if they're not badly hurt, the passengers can right it. Harness breakages sometimes result in loose teams. Teams may also run away, possibly overturning the stage or losing a wheel. If the stage can't be fixed on the spot, the best thing to do is wait for the next one.

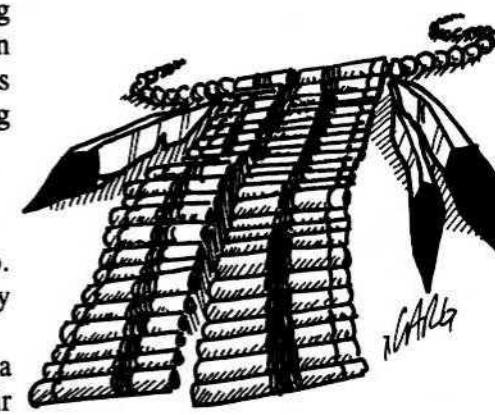
The Railroad Wars

Wherever the railroad went, violence followed. The railroad companies tried to bankrupt their rivals and keep each other from new markets. Settlers and Indians tried to force the railroads off their lands, and train robbers posed a threat as well.

Internecine Warfare

Since gauges weren't standardized until the 1880s, only one railroad could serve each area — competition often turned ugly. The Denver & Rio Grande (DRG) and the Atchison, Topeka & Santa Fe (ATSF) lines fought for the Leadville silver mine service in 1878.

They first tangled at Royal Gorge, the only pass into Leadville, where sheer rock cliffs towered 3,500' over miles of 50' wide gorge. Grading crews faced off in the pass with shovels and shotguns, then the companies deployed armed men throughout the state. The two companies tried to control the telegraph, each other's employees, and the courts. The ATSF hired Bat Masterson and "a string of slaughterers" to protect a roundhouse at Pueblo, but he surrendered when pressed. Denver citizens were disappointed when the two company presidents didn't gun each other down during an accidental meeting. After much shooting and legal maneuvering, the DRG won the pass.

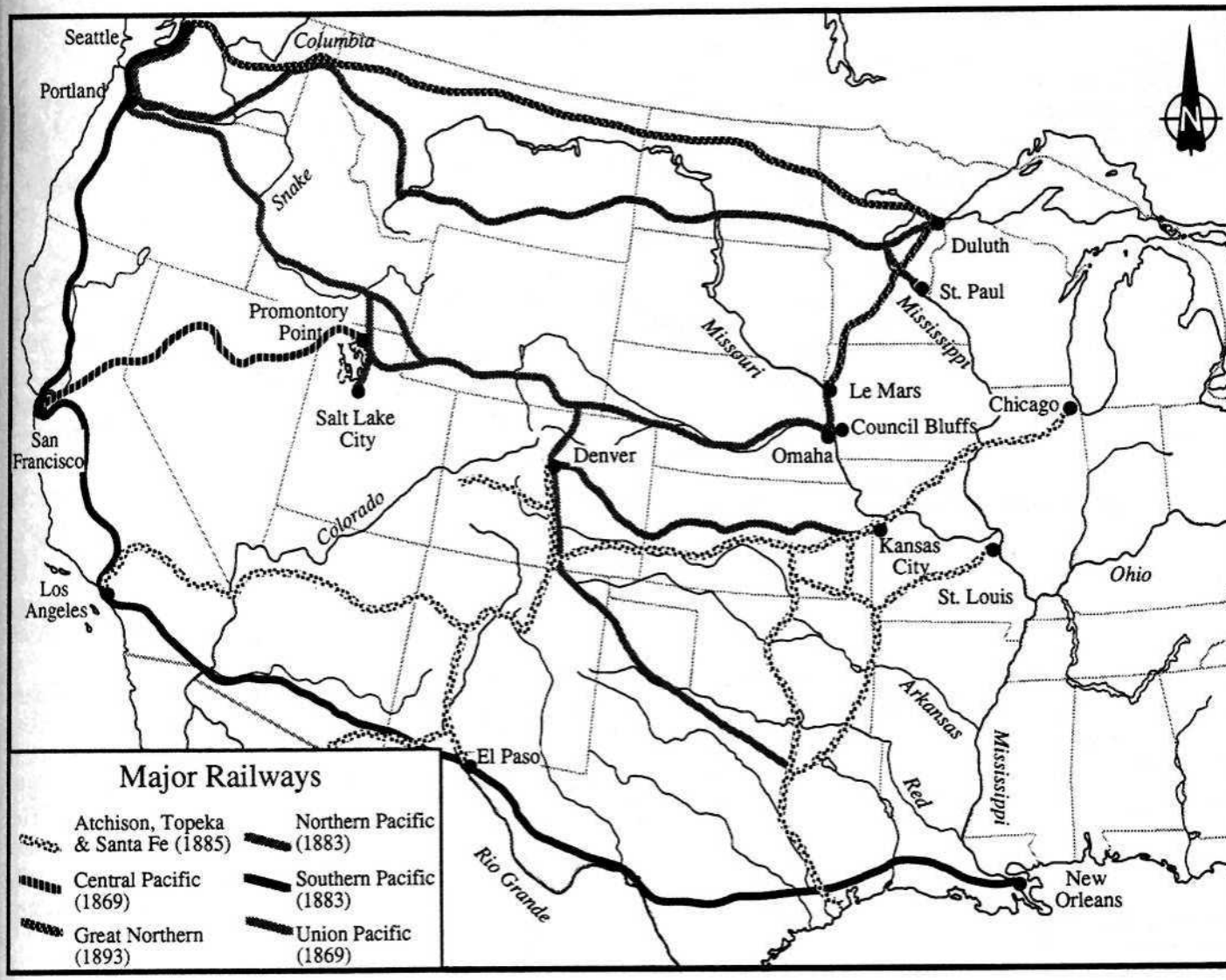


Indians and the Railroads

The railroads brought whites who took Indians' land and killed the buffalo. Indians attacked the railroad crews, trying to keep the railroad out. The army punished each attack.

Indians tore up track and burned the ties. In Kansas, they try to set fire to a roundhouse, but an engineer upset the attack by driving the locomotive into their midst. Indians attacked the trains, but their arrows, lances, and rifles were ineffectual against the steel cars. (Passengers sometimes shot back with guns passed out by the conductors.)

One Cheyenne chief strung a rawhide rope across the track to catch the iron horse, but his warriors were dragged beneath its wheels. Another group ripped a tie out of the roadbed and lashed it to the track. This succeeded; from the derailed train they took whiskey, cloth, and clothing.



Railroad Cars

Various types of cars may be attached to a locomotive. Railroad crews pump themselves along on little handcars, which may even outrun an Indian attack. Early rail inspectors used a sail-car — it was no trouble to keep ahead of an early locomotive.

The standard railroad car is boxy, with end entrances, two rows of seats with a middle aisle, and a slightly barrelled ceiling. Each end has an open platform with a light iron railing and a ladder to the roof. The roof has a thin walkway for brakemen. Its average dimensions are about 35' long, 10' high, and 8' wide (slightly less inside).

Business cars — The express car holds express cargo and its guard, the express messenger (usually Wells, Fargo). The mail car is a traveling Post Office, complete with mail clerk. It also has a mail catcher — a bent iron bar to snag mail bags off posts as the train speeds by. Freight box cars hauls baggage, produce, machinery, and anything else. Stock cars carry livestock. The caboose is for the train crew — conductor, porter, brakeman, etc.

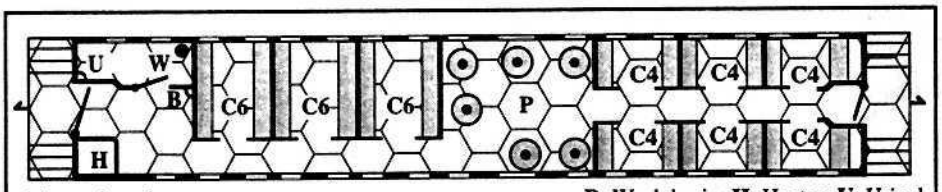
Passenger cars — More luxurious and costly than first class, the sleeping car, dining car, and parlor car, are for affluent passengers. Second-class, while being popular, is not as comfortable as first-class. The emigrant car is little better than a cattle car. Cars offering separate compartments for passengers came along in the 70s. A private car can be attached to any train. These luxuriously-furnished homes-on-wheels sport kitchen, bedroom, bathroom, parlor, and possibly a dining room.

The *Pullman cars*, first introduced in 1864, offer no end of luxury. Almost every inch is decorated with inlaid wood and gilding. They have good suspension, folding beds, lounges, mirrors, carpets, plush seats, central heating, and waiters and porters in each car. A Pullman, described as "a rolling palace," is 54' long, 10' high, and 10' wide.

Settlers and Railroads

Settlers established on land later granted to the railroads found they had to pay the railroads, but price wasn't finalized until the rails were laid — when the land was worth hundreds or thousands an acre. Any farmer's improvements raised the price further. The homesteaders could not pay and often responded with violence.

Exorbitant freight rates sometimes cost the farmers more than the profits on their produce, and small farms didn't get discount freight rates offered on huge shipments. The Grangers, a political group founded in the early 1870s, forced the railroads to institute fair shipping rates and practices.



1 hex = 1 yard

B: Wash basin; **H**: Heater; **U**: Urinal
W: Watercloset; **P**: Parlor with revolving chairs
C4/C6: Sleeping compartments (4 or 6 seats)

Sleeper/Parlor Car

Longer (70') "Hotel Cars" include kitchens.

How To Rob a Train

Train robberies plagued the railroads from the 1870s on. The armed expressmen in the express cars sometimes foiled robberies, but that stopped few outlaws.

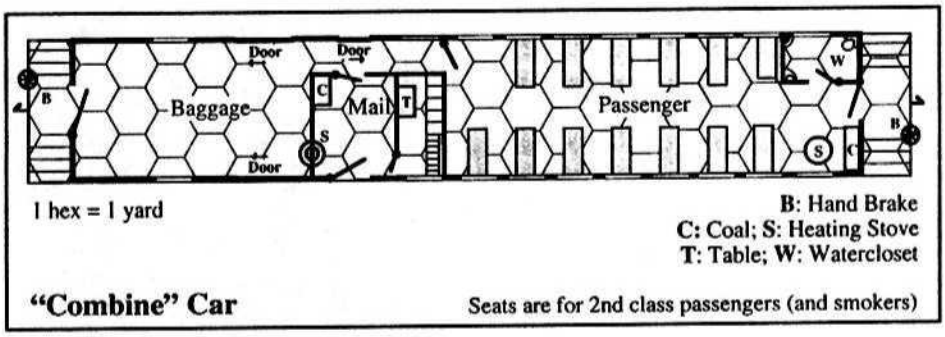
The ideal team of train robbers has six men, although two will do in a pinch. With six, one covers the engineer and fireman, two cover the passengers, and three deal with the express car and expressman.

Getting Control of the Train

Robbers can use violent methods to stop a train. Loosening or removing a rail derails a train. Piling obstacles (such as railroad ties) on the tracks causes a collision. Trains are slow, so most injuries will be minor.

Outlaws can stop a train with a flag or standing signal — or they can take over a station and make the stationmaster signal the train to stop. They can switch a train onto a siding. Some swoop down on trains stopped to take on water or wood. Trains also stop for bonfires on the tracks.

Or the brigands can board a train and rob it en route, then set the brakes (see sidebar) or simply jump off and flee on waiting horses. Some robbers buy tickets; others sneak on board. Leaping onto the tender as the train pulls away from a platform is a perennial favorite. Robbers must climb over the tender to the engine before they can force the engineer to stop the train — GMs should modify jumping and climbing rolls according to weather conditions, train speed, and roughness of the ride (e.g., if the train crosses a switch).



1 hex = 1 yard

B: Hand Brake
C: Coal; S: Heating Stove
T: Table; W: Watercloset

"Combine" Car

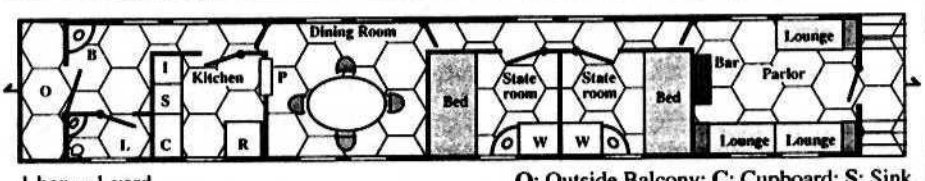
Seats are for 2nd class passengers (and smokers)

Getting the Goods

Once the train stops, robbers usually head for the express car (between the locomotive and the passenger coaches). It carries a safe that can hold cash, gold dust, valuable packages, registered letters, or any other valuable item the GM wishes.

An expressman with a shotgun guards the express car. The GM should roll for the expressman's reaction (see pp. B204-5) — on a reaction of Very Good or better he gives up immediately; a Poor or worse reaction means he must be forced out. A couple of shots or sticks of dynamite usually convinces the expressman to open up — or stuns or injures him so robbers can force their way in. The standard method of opening a safe if the expressman has hidden the keys is to blow the door off — treat as a 1" thick steel wall (see p. B125).

If there are enough robbers, some may frighten the passengers by riding next to the cars, shooting their pistols. This is particularly effective at night, when



1 hex = 1 yard

O: Outside Balcony; C: Cupboard; S: Sink
I: Icebox; R: Range; P: Pass-through
B: Wash basin; L: Lavatory; W: Wardrobe

Private Car

Private cars are made to specification.

Railroad Buildings

Most railways set up station houses and woodpiles every 12-15 miles. Each station house has a telegraph for railroad business as well as cellars, rifles, and loopholes in case of Indian attack. An adjoining eating-house serves a terrible meal for 50 cents or a dollar, and fixes a worse basket lunch for 50 cents. Water-tanks and wood-yards are scattered along the lines — it takes several hours to refill a water tank.

Railroad Speeds

Trains rattled along at 10-18 mph until 1841. In the 1860s, railroad policy set speeds at 25 mph, but trains often made up lost time by traveling 30-35. During the 80s, the allowable speed was 40-45 mph; trains behind schedule hit 60 on straight, level track. (By 1893, an American-model locomotive tops out at 112.5 mph.)

Braking

Most trains are equipped with handbrakes — usually applied by turning metal wheels on the roof of each car. Each brake must be set separately. A 50-car train traveling 20 mph requires at least four good brakemen and about 800 feet to stop — 3,000 feet at 40 mph.

Air-brakes, introduced in the 1880s, put all brakes in the engineer's control and reduced stopping distance at 40 mph to less than 600 feet. Primarily used on passenger trains, they were gradually adopted for freight as well.

Railway Hazards

In addition to train robberies, any number of potential hazards attend a rail journey. Bridge failures are quite spectacular, sometimes plunging entire trains into yawning chasms. The locomotive can explode. Trains derail for a variety of reasons. Popped spikes let the rail skew. Of course, ripping up or blocking the tracks causes derailment as well. Speeding around curves can cause the train to sail off. Brake failure may send a train crashing into another train or careening out of control down a mountainside. Improper braking may cause cars to slam into one another or uncouple. Signal errors, switching errors, and other human errors can cause collisions, and hot coals from heating stoves in the passenger cars may set fire to the wreckage of a spilled train.

Deep snows, floods, tornadoes, and prairie fires can halt or destroy a train. Passengers also fell prey to cardsharps (nearly 300 on the Union Pacific alone) and the occasional successful Indian attack.

Some hazards apply to train crews. Freight cars' brake levers are on the roof, and some brakeman slip off the narrow, icy walkway in winter. To couple cars, the switchman must slip a pin into the link-and-pin coupler — if his timing is off, the cars collide and crush him. The knuckle coupler, introduced in 1868, solves this problem.

The Iron Horse

Two locomotives were important in the Old West: the American (1848) and the Consolidation (1870).

The American is the "classic" locomotive, highly ornamented, with cowcatcher, diamond smokestack, bell and whistle, and open cab.

The squat, boxy Consolidation is more common. It can haul 1,205 tons on a nearly level slope and 235 tons on a steep grade, pull 90 loaded cars, and easily make 25 mph.

Each engineer runs a particular locomotive, which he proudly keeps in top condition — highly polished and brightly painted. The average train has from 20-40 cars. A loaded tender weighs 20 tons and a loaded car 21 tons. Most locomotives last 20-30 years; some last as long as 50!

passengers can't see how many outlaws there are. Of course, a bold passenger may risk a pot shot at a horseman.

A train robbery takes about an hour. As trains stop constantly to take on more water or fuel, to let another train pass, etc., passengers may not realize it's a holdup until it's too late. Passengers who realize it's a robbery may have time to hide their valuables. Expressmen may make up decoy packages of scrap paper or hide cash and valuables from the safe under cold ashes in the stove.

Safes can contain from $0 to $100,000 in cash, averaging $2,000. The average collection of train passengers has $2,000 worth of cash, watches, and jewelry. Robberies that meet with resistance or plain bad luck rarely net more than $100. An average robbery nets $1,500-$4,000. A successful robbery nets $20,000-$60,000. (The most successful robbery on record netted $145,000.)

The GM may surprise PC outlaws with the type and number of passengers on the train, the number of expressmen (especially for large shipments of valuables), and the strength of the express car and safe. For example, a train may by carrying a platoon of soldiers to their new post — they may present a formidable challenge!

Leaving the Scene

Clever robbers stop the train where they want it — near their getaway horses. If there are horses on board (by luck or design), the outlaws can climb into the stock car and make their getaway when one sets the brake. Or they can attempt a spectacular — and dangerous — horseback leap from the train. The GM should roll against DX+2 for each horse. Failure indicates the horse falls; both rider and horse take normal falling damage (see p. B131). On a critical failure the horse breaks a leg or its neck. If the gang plans carefully, fresh horses waiting on the escape route help them evade pursuit.

After a robbery, a train that's still in good working order highballs it to the nearest station or town to telegraph the news and demand a posse. Railroad companies' trained bands of manhunters rush to the robbery site in "horse cars" and ride after the bandits.

Waterways

The relatively shallow Mississippi and its tributaries were dangerous but essential highways to the West. As the frontiers expanded, boat size grew. The earliest explorers and settlers used Indian boats — by the 1830s, huge steamboats traveled thousands of miles though the interior.

For boat handling, refer to the *Boating* skill on p. B68.

Bullboats and Canoes

The smallest boats are Indian-style bullboats and canoes.

Bullboats

Popular on the Missouri and other timber-scarce plains rivers, a bullboat is made of buffalo hides stretched over a frame made of willow rods, branches, or a wagonbed and lashed to the gunwales. The boat has to be waterproofed daily with tallow and ashes and dried each night — they are often used as tents. A boat that isn't dried and waterproofed properly has a 50% chance of leaking. With care, however, they can last 1,000 miles or more.

The small round boats are 7' in diameter and carry a third of a ton. Large tub-like bullboats may be 30' in diameter, with a depth of 10'-12'. Some bullboats are canoe-shaped, 30' long by 12' wide, and carry about three tons with a 2' draft.

Boaters pole or paddle the unwieldy craft (at about Move 2) and may drift downstream as much as a mile in a simple river-crossing. All *Boating* skill rolls are at -1 for the small craft; -2 for the large canoe-shaped bullboats; and -4 for the tubs.

Canoes and Pirogues

Travelers, trappers, and even army provisioners use canoes. Bark canoes ply rivers that require portages; dugout canoes — *pirogues* ("peer-oags") — ply deeper waters. These craft come in many sizes, from a one-man affair, 15'-20' long by 3'-4' wide, to ones 50' long that carry 40-50 tons of cargo and 30 men. Medium-size and large boats require one man to steer and at least one man to paddle or pole. Experienced polemen can make 25 miles per day against a current. Some pirogues use a square sail in an aft wind. In shallows, a pirogue's crew drags the boat along.

Barges

A variety of large, flat boats navigate the rivers.

Wells, Fargo & Co.

Henry Wells and William Fargo had been turning a profit with the American Express company for 10 years when they founded Wells, Fargo & Company in San Francisco on March 18, 1852. The brick building at 114 Montgomery Street sported iron shutters painted Wells, Fargo green. From its first day, the miners put their faith — and their gold — in the company's well-organized, well-equipped office. By the end of the year, Wells, Fargo had 12 branch offices throughout the state. By 1859, there were 126 branches at as many Western mineral deposits, and they kept expanding.

In 1866, Wells, Fargo bought the Butterfield Overland mail route, gaining complete control of Western stagecoaching and mail delivery. They transported any valuables — cash, gold, stocks and bonds, even perishable delicacies. Expressmen rode next to the driver, guarding the 1' × 1' × 2' green strongbox with shotguns and belts full of ammunition. This didn't discourage robbers, though. Rattlesnake Dick, Black Bart the PO-8, and many others robbed the stages — and almost every robber got some loot. Wells, Fargo tried to stop thefts with armored boxes and stagecoaches, cast silver in 700 lb blocks, and hid rattlesnakes in the express boxes, but the plunder continued until the last stagecoach run.

In 1869 Wells, Fargo took to the rails, with armed expressmen in armored train cars. They were slightly more successful against train robbers than their predecessors, although a few sticks of dynamite usually persuaded those who wouldn't yield to a hail of bullets.

Despite the holdups, the company's honesty and reliability assumed nearly mythic proportions. Miners swore "by God and by Wells, Fargo." The company eventually branched out into banking operations and formed a private detective organization with the slogan "Wells, Fargo never forgets." They kept records of holdups and sought criminals for decades, if need be.

The Erie Canal

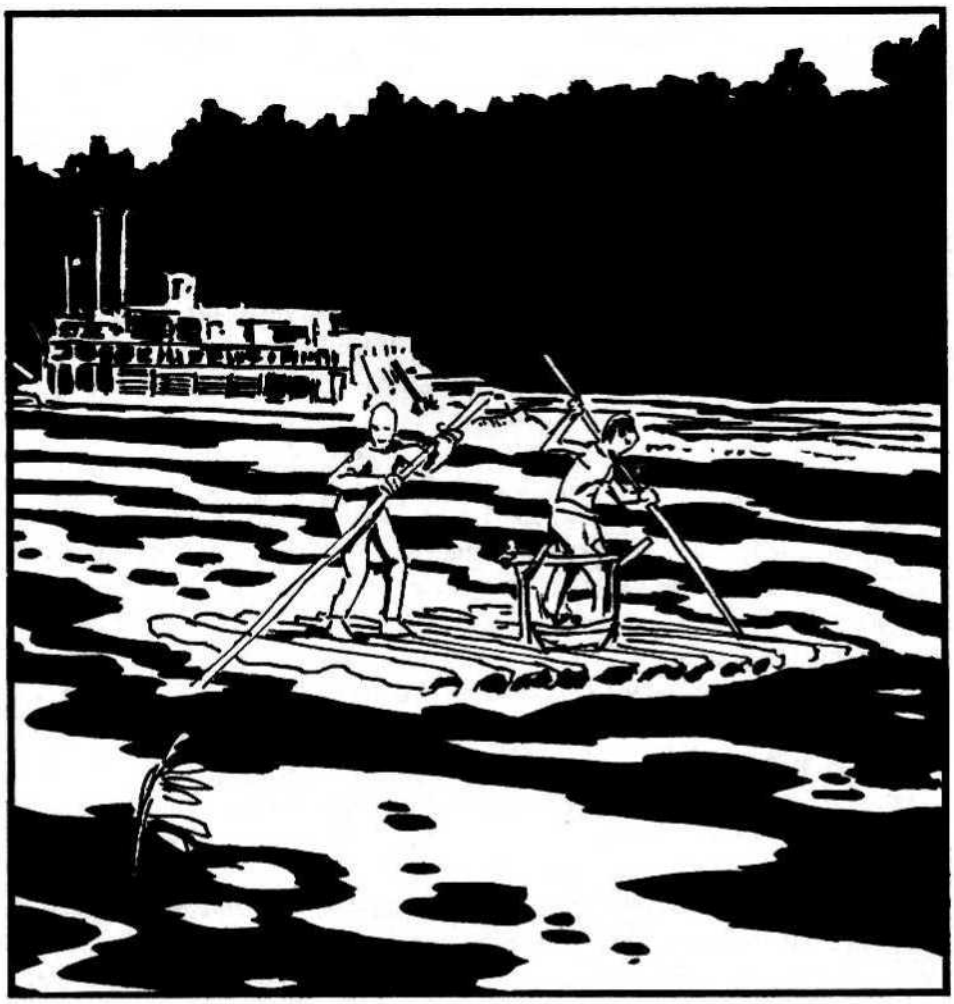
The Erie Canal connected New York City with the Ohio frontier. Completed in 1825, the 363-mile canal had 83 locks, several stone aqueducts, and innumerable wooden bridges. The 40'-wide canal was four feet deep, with a 10-foot towpath alongside.

Before the canal opened, only small boats could ply the rivers through the Appalachians. Portage was a constant necessity. Eastern manufacturers couldn't get their goods to western pioneers, and western farmers couldn't get their produce to eastern cities. Emigrants had to switch many times from cramped boats to cramped wagons.

With the completion of the canal, packet boats towed by horses carried passengers and their luggage night and day, 80 miles in 24 hours. Horse-towed lineboats carried emigrants and their possessions. They didn't run at night, but made 50-60 miles on a good day. Families camped on the deck, and slept on their possessions in the hold. Ox-towed rafts crawled along at one and one-half miles an hour, getting in everyone's way.

The maximum legal speed along the canal was 4 mph. Captains of delayed packet boats cheerfully paid the $10 speeding fine at the toll collector's office and sped to the next office.

Farmers floated logs up and down the waters, people fished in it, and others used the 10' wide towpath as road and racetrack. Some people lived their whole lives in shantyboats (houseboats), floating peddlers offered their wares, and penny museums attracted visitors from other boats.



Rafts

Immigrant families and businesses use rafts, which are simply logs lashed together and only go downstream. Commercial rafts usually haul lumber, and may be an acre in size. Two men steer cargo rafts with a 30-foot oar on a pivot.

Rafts are notoriously difficult to manage when something begins to go wrong — all *Boating* skill rolls are at -2. Two-thirds make it to the end of their journeys — the rest smash up. Since lumber is in short supply, rafts may be sold at a hefty profit when no longer needed.

Flatboats

Called "friend of the pioneer," flatboats are made out of planks and have low sides; they can only float downstream. Many young men start out life by building a small flatboat, loading it with local produce and small livestock, and floating to New Orleans — Abraham Lincoln did this. Most young men walk or ride home after seeing the world, but some become flatboatmen.

Commercial flatboats are 20'-100' long by 12'-20' wide and can hold 40-50 tons. Some are covered for a third or their entire length. They need 25 hands and have steering oars on fixed pivots. Flatboats tie up at night, preferably at an island.

They typically haul flour and whiskey. A well-known type of flat-boat is the whiskey boat, a floating saloon. Any town that doesn't want it around simply cuts its mooring rope.

Their peak period was the late 1840s, but some hauled Pittsburgh coal downriver until the 1850s. As late as the 1880s, flatboats sell produce and miscellanies to any customer.

Keelboats

Keelboats were the most important frontier boats before the steamboat — their heyday was the 1830s, when the steamboats were just hitting their stride.

Keelboats are the only barges to go both up and downstream. Pointed at both ends, 40'-75' long and 7'-20' wide, a keelboat can haul 30 tons. Most have a cabin for goods and passengers (6' clearance inside).

Keelboats are usually towed by the crew walking along the bank, called "taking the cordelle." 20-40 men can haul a boat 15 or more miles a day. When the banks are impassable, 16 men pole the boat along. Eight men per side on a narrow walkway along the gunwales "walk" the boat ahead, then rush back and repeat the procedure. When the water is too deep for poling, six men row from seats in the front. Keelboats may use a square sail when wind and smooth waters permit. The captain stands on the cabin roof and steers with an oar that extends 10-12' feet beyond the boat on a pivot at the stern.

Many keelboats make regular, scheduled trips up and down stream. They stop each night. The crew sleeps on the ground, while passengers stay at a nearby farmhouse.

Steamboats

The earliest practicable Mississippi steamboat appeared in 1817. They were all but extinct by the late 1880s. During the 1820s-30s, steamboats carried goods upriver and furs downriver. They also ferried soldiers, exploration parties, private passengers, and Indians being removed to reservations. Passenger traffic increased dramatically when the 49ers rushed west.

A passenger steamboat is 250' long by 35'-40' wide, and can hold 350-400 passengers as well as 500-700 tons of cargo. Steamboats need 25-30 cords of wood every 24 hours. It takes about a month to go upriver from St. Louis to Fort Benton. A steamboat that doesn't meet with any mishaps can last 8-10 years. Stern-wheelers ply the upper Missouri; side-wheelers the lower Missouri and Mississippi.

The lowest of a steamboat's four decks holds the boilers (and wood for the boiler fires), the engines, and cargo. The cabin contains both the sumptuous gentlemen's and ladies' salons and staterooms. (The gentlemen's salon is also the dining room; only gentlemen who are related to or acquainted with a lady passenger may visit the ladies' salon.) The hurricane deck, with the officers' cabins, comes next, and the pilot-house tops everything off. Ornamentation adorns practically every inch of the boat.

A steamboat has a crew of 75-90, including the captain, two mates, two pilots, and four engineers, as well as skilled laborers, kitchen and bar staff, cabin crew, and deck hands (roustabouts).

Pilots — especially on the treacherous Missouri — are well-respected and well-paid (see the Job Table, p. 40). Pilots must learn the river twice: once going up and once going down. The pilot continually changes course to avoid hazards, estimating the current's speed and strength by the way the water swirls around rocks. Ripples indicate deep water, always a relief.

Roustabouts, also called "roosters," carry wood and cargo onto, off, and around the steamboat. They sleep on the floor in the hold, and work all hours of the day and night.

Natural Hazards

Generally, the smaller the craft, the more subject it is to river hazards. Submerged snags and rocks can tear the bottom out of a boat in seconds — steamboats, with shallow drafts, generally escape this fate. Any craft can be surprised by rapids, whirlpools, chutes, bends, and sandbars. Rain or glare can obscure the water surface, so the pilot or steersman can't see. Winter ice floes can break and grind a boat to splinters in seconds.

Steamboats stuck on sandbars may be warped, sparred, or double tripped out. Warping involves winching the boat forward on a rope tied to a tree or log sunk in the ground. A stuck boat can be sparred — jumped over a bar — by jacking its front up with two thick posts and a winch, then setting the paddles going at full speed. Double tripping is the last resort. The crew unloads half the cargo so the boat can make it over the sandbar. Once over, the crew unloads the cargo and the ship goes back for the stuff left behind.

A fire in a raft's or keelboat's cookstove, or a steamboat's boiler fire, may get out of hand and set the whole ship ablaze. Steamboat pilots may call for more steam pressure to propel the boat through an obstacle; since the boilers don't have water or pressure gauges, they blow up frequently — and spectacularly.

One Day on a Keelboat

This sorry account describes one keelboat's day on the Missouri in 1812:

Started at 6. in the Morning went ½ Miles but were stopt by hard head wind and Current . . . started about 1 Mile took the Cordell the Boat swung and went down the River like the Wind in full Speed, leaving all hands on shore, the few which were on Board landed the Boat opposite to our last nights Lodging, our hands came on board made a new start, but night overtook us, got on a sand bar and were very near lost running against a Sawjer had to cross again to the North Side, the other Boat came to close swept by the Current we unshipped our Rudder, run against a tree and brocke her mast, this ended this doleful Day camped at 11. oclock at night distance 1 ½ Mile . . .

Long-Distance Communication

The Express Mails

Until the railroad, mail traveled by stagecoach. The Butterfield Overland Mail Company was the first successful mail company, delivering letters and packages to post offices. Until 1896, when the U.S. Postal Service established

River Pirates

The Mississippi and Ohio were infested with pirates in the first third of the century. Some pirates set up "taverns" along the river (as at Cave-in-Rock, Illinois) to entice tired boatmen. The boatmen may have a relaxing evening, being fleeced at cards. Some are simply murdered and robbed.

River pirates are called "boat wreckers." A favorite tactic is to hail the boat from the shore, claiming to be a pilot familiar with the area. (Legitimate pilots were often stationed near dangerous stretches of water — a boat captain would not think it unusual for a stranger to hail the boat from shore.) If the boat takes the pirate on, he runs it aground. If the boat refuses, the pirate calls out helpful misdirections. Other times pirates hail boats for a ride or creep on board, then dig a bit of calking out of the bottom. If well-timed, the boat begins to founder near the pirate lair. Once the boat is grounded or sinking, the pirate band floats out in small boats to save the cargo, leaving the unfortunate boatmen behind.

Hostile Indians may also attack any craft.

Pony Bob Haslam

In 1860 Pony Bob Haslam made a stupendous round trip between Virginia City and Smith's Creek. Indians had scared off the horses at the relay stations, so Bob galloped most of the way to Buckland's station on one horse, trying to keep ahead of pursuing Paiutes. He got a fresh horse and a $50 bonus for riding on at Buckland's station, when the relief rider balked at venturing into the path of hostile Indians. Bob arrived nearly on time at Smith's Creek, then pounded back to Buckland's station, where he was offered $100 to complete the trip. He did so on the same horse that he rode in on two days earlier. Bob made the 400-mile round trip on fewer than 12 hours of sleep.

The next year Pony Bob set a speed record while carrying Lincoln's inaugural address partway to California. He took two arrow wounds as he galloped at almost 15 mph along "Ambush Trail." When the news arrived in San Francisco, it had traveled 1,966 miles in 7 days and 17 hours.

Rural Free Delivery, anyone expecting mail claimed it at the Post Office. The U.S. government required sealed, stamped envelopes for any letters sent through contracted mail services.

The Butterfield Overland Mail Company started delivering the mail in 1858. Its "oxbow route" covered 2,975 miles, from St. Louis and Memphis through Mexico to San Francisco (see map, p. 42). John Butterfield spent $1,000,000 on 139 relay stations, numerous bridges, and graded roads for his 1800 animals, 250 coaches, and 800 employees. The Central Overland stage line trundled from Atchison to Sacramento, unwittingly paving the way for the transcontinental railroad that would put it out of business.

The Pony Express

"WANTED — Young, skinny, wiry fellows not over 18. Must be expert riders willing to risk death daily. Orphans preferred."

The first Pony Express riders started simultaneously from St. Louis, Missouri and San Francisco on April 3, 1860. "The Greatest Enterprise of Modern Times" moved mail in 10 days — less than half the usual time. The original setup included 80 riders and 500 mustangs. Riders earned $25 per week, could not weigh over 125 pounds, and promised not to swear, get drunk, gamble, treat the mounts cruelly or interfere with citizens or Indians. They received a Bible, a pair of Colt revolvers, a rifle, a red shirt, blue trousers, and high boots.

The saddlebag had three locked pockets that could be opened at only five points along the route. The fourth pocket held local mail, which could be opened by any station-keeper. Four hundred men staffed 190 stations along the Oregon-California Trail. Riders covered 35-75 miles before passing the saddle bags at one of 25 "home" stations; they changed mounts at the "swing" stations. In addition to occasional Indian ambushes — which the grain-fed ponies could usually outrun — riders faced floods, rockslides, blizzards, bandits, and animal attacks.

The "Pony" charged $10 per ounce, so letters were written on tissue paper, and newspapers printed special issues on thin paper for Western readers.

Two days after the transcontinental telegraph lines met, the Pony Express folded. In 19 months of operation, the Pony Express carried nearly 35,000 pieces of mail.

The Telegraph

With offices in nearly every railroad station and along the stage lines, Western Union meant swift communication.

The telegraph shot westward from the Missouri River and eastward from California along the Oregon Trail. Three construction crews of 25-30 averaged 12 miles per day — one crew dug 24 holes per mile, another cut and set the poles, and the third strung the wire. Seven hundred beef cattle and 75 ox-drawn supply wagons followed the workers. Indians sometimes cut the lines, keeping the repair crews busy. The lines met in Salt Lake City on 24 October 1861 — eight months ahead of schedule.

The first week, rates were a dollar a word between California and Missouri, despite legislation setting the maximum at $3 for ten words. Western Union lowered the rates to $5 for the first ten words, and 45 cents each additional word, including the date and message origin.

In 1866, the first permanent telegraph cable spanned the Atlantic, connecting the West with the rest of the world.

Normal telegraph operating speeds are 20 to 25 words per minute; exceptional operators maintain speeds of 30 to 35 wpm (see the Telegraphy skill, p. B55).

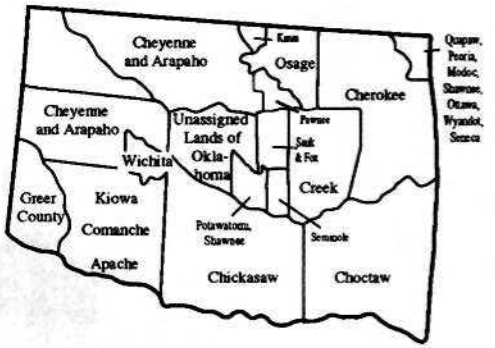
INDIANS 4

At the start of the 19th century, some one million Indians inhabited North America, speaking more than 300 languages and dialects. Expert horsemen roamed the Great Plains, hunting buffalo. The arid Southwest supported farmers and raiders. Gatherers in the Great Basin lived on roots, rabbits, and grasshoppers. The Pacific Northwest cultures measured wealth with gifts. And in the eastern woodlands, palisaded villages housed farmers and hunters.

Indian Tribes and Their Territories

Shown on this map are the major Indian tribes west of the Mississippi and their traditional locations. Tribal names in **Bold** indicate the nomadic warrior tribes which dominated the Plains throughout the first half of the 19th century. *Italics* indicate Eastern tribes moved to Indian Territory by the U.S. Government (see below).

Not shown are the many Indian tribes of the Pacific Coast which became extinct through disease and warfare, or which were integrated into other tribes. Of the Mission Indians of Southern California, only those tribes which retained their tribal identity are shown. Among those now extinct are the Cupeno, Fernandeno, Gabrielino, and Juaneno.



Indian Territory, 1876

Indians have straight, coarse, black hair, brown or black eyes, and prominent cheekbones. Skin color ranges from very light to deep reddish brown.

Nomadic Indians moved and camped in groups, called *bands*. Each band belonged to a tribe, whose members shared common customs and language. Many tribal names characterized appearance — Blackfoot, Flathead, and Nez Percé (Pierced Nose). Often, the whites' name for a tribe meant "enemy" or "snake" in another tribe's language. Most tribes call themselves "human beings" or "The People."

Whites saw the red man as an obstacle. By the end of the century, disease, conquest, and oppression killed three quarters of the population. Most lived on reservations, having lost 98% of their former territory.

This chapter deals primarily with the archetypal Plains Indians, whose tipis, warbonnets, and Indian ponies are synonymous with the West. Other tribes are mentioned for reference.

The Plains Indians

Great Plains horsemen hunted and raided over the grasslands. Their cultures revolved around the horse and the buffalo. Plains Indians fought the longest and hardest against white incursions.

In the 17th and 18th centuries, many tribes adopted the horse and migrated onto the Plains to hunt the buffalo. Tribes and customs mingled, and by the 19th century most Plains tribes shared a common culture suited to the grasslands. The buffalo provides food, clothing, and shelter; stands of willows and cottonwoods provide firewood and plant materials.

The Plains tribes live in bands of 50-300. Each band has societies — much like fraternities or sororities — whose members share ceremonial, social, or military duties. There are dance societies, Dreamer societies (whose members have had similar visions), and many others. Warrior societies vie to police the band, maintaining order during hunts and village moves.

Most Plains warriors count coup, take scalps, and raid for horses (see *Plains Warfare*, pp. 57-58). They fight fiercely and have a strong Code of Honor.

Although whites' tales of torture abound, Plains warriors kill swiftly and cleanly. Most captives are kept as slaves or adopted into the tribe; rarely, a few are tortured for vengeance or in religious ceremonies.

The Plains Indian religion revolves around the interconnection of all things, and the importance of supernatural helpers who provide aid. Most Plains tribes celebrate the mid-summer Sun Dance to protect the tribe and seek favors from the gods (see sidebar, p. 72). Young warriors seek visions and magical powers through fasting and self-torture. (See *Indian Magic*, pp. 68-71.)

The Hunt

To live comfortably, a Plains Indian needs at least four pounds of meat each day. A typical band of 100 Indians may have five to ten principal huntsmen who must kill four deer or one elk each day, or two buffalo each week. Porcupines, raccoons, beavers, rabbits, and birds supplement the big game. Extra meat becomes pemmican or jerky.

Hunting Methods

The Indians use traps, particularly deadfalls, to catch all types of animals. They club or snare birds and shoot squirrels and prairie dogs. Bands of boys surround rabbit colonies and throw short heavy clubs called "rabbit sticks." Beavers and raccoons are smoked from their lairs and clubbed. Indians also hunt wolves, coyotes, badgers, skunks, and muskrats.

United States Indian Policy

The 1787 Northwest Ordinance adopted by Congress stated that "the utmost good faith shall always be observed towards the Indians; their lands and property shall never be taken from them without their consent . . ."

The Indian Removal Act of 1830, designed to move eastern Indians west of the Mississippi, was the first major departure from this policy. The Trade and Intercourse Act of 1834 created Indian Territory, between the Red and Missouri rivers, as a "permanent" province for Indian tribes.

In 1871, the Act of March 3 completed the shift, declaring that "hereafter no Indian nation or tribe" would be considered "an independent power with whom the United States may contract by treaty." The Dawes General Allotment Act of 1887 divided the reservations into parcels, 160 acres per Indian, and opened the "surplus" to homesteaders. Indians lost more than half of the 138 million acres previously reserved for them.

Reservation Life

Most Indian reservations are beautiful, but inhospitable. None are large enough to support the Indians by hunting and gathering. Plains warriors find reservation life appalling. The agricultural techniques taught by the whites are more suited to the temperate eastern lands than to the arid Plains. Supplemental rations and annuities provided by the government are often late or neglected entirely, and always of poor quality. One shipment included trousers, all one size (extra-large) — the Indians cut the seats out to wear them as leggings.

Issue day comes once every week or two. The Indians gather at the post to receive their rations, and spend the day feasting and gambling. They ride after loose beef cattle, shooting them in a pathetic parody of the buffalo hunt. By the end of the day, many families go home empty-handed, their supplies squandered.

Indian Clichés

Indians were neither the "Noble Savages" nor stupid children of popular 19th-century belief. Nor were they all "bloodthirsty savages" or "lazy, drunken good-for-nothings." But dime novels and Wild West shows presented images of Indians which persist to this day.

Feather Bonnets: Although many Plains tribes used war bonnets, they were rarely worn except in ceremonies. With each eagle feather representing a *coup* or honorable deed, a warrior wearing a bonnet trailing dozens of feathers invited special attention from the enemy. When raiding or warring, most contented themselves with a feather or two. Some Indians, captivated by the American portrayal of their people, took to wearing full ceremonial garb whenever going into town.

"How!" This is the "traditional" greeting of Hollywood Indians. Historically, the closest things to it are the "How do?" of American greeting, and the Lakota (Sioux) word for "yes" (*hau*). In cinematic campaigns, GMs may let Indians say "How!" whenever they like.

Peace Pipes: Also known as *calumets*, these ceremonial pipes harness the magical powers of tobacco. Inhaling smoke from the pipe binds a speaker to tell the truth and seals vows and promises. A man who breaks his word or tells a lie after smoking invites the wrath of the spirits.

Scalping: Although a few tribes prized enemy scalps before the coming of the white man, bounties placed on scalps by European governments encouraged the custom. When governments later paid bounties for Indian scalps, white men adopted the practice. Even Apaches, with their deep aversion to contact with the dead, took to claiming scalps in revenge for the many Apache scalps proudly displayed by Mexicans and Anglos.

Smoke Signals: Indians used smoke and mirrors, or simply waved a buffalo robe, to signal to one another. Such signals were usually short, meaning "buffalo discovered" or "enemy approaching." They worked best on the Plains, where few things obstructed vision. Animal calls work in any environment.

Tomahawks: Traditional Indian war hatchets were made of stone with wooden handles. They were used in battle and to lift scalps. European-manufactured steel tomahawks ("trade" tomahawks) quickly replaced them. It was an Indian custom to bury a tomahawk after reaching peace with an enemy.

War paint: Warriors preparing for raiding or battle painted themselves with designs which symbolize past deeds and provide magical protection. A hand print on chest or war pony symbolized an enemy killed in hand-to-hand combat. Protective designs were usually received from a medicine man or in a vision.

Indians fish for trout with willow poles and bone hooks baited with grasshoppers, or seine in rapid streams with pierced buffalo hides.

Men hunt larger game in pairs or small groups. Stealth is as important as accurate shooting. Hunters in wolf or deerskin disguises approach from off-wind, shooting as many arrows as they can while the surprised animals flee. They hunt on foot, using horses as pack animals, except when pursuing buffalo. When buffalo or antelope herds are caught in deep snow, hunters on snowshoes make quick work of the trapped animals.

An eagle hunt is particularly sacred. Hidden in a covered pit, the hunter waits for an eagle to respond to the lure. When the bird alights, the warrior jumps up, grabs the eagle by the feet, and breaks its neck. The feathers decorate shields, lances, and warbonnets — each symbolizing a coup or honorable deed.

The successful hunter must have a deep understanding of animals and of the supernatural. Animal spirits require appropriate ceremonies before the animals

will sacrifice themselves for the good of the Indian. Prior to hunting, the hunter smokes a pipe and appeals to the animal spirits for permission to take one of their members. At the kill, he offers thanks, and at the meal he puts aside a piece of meat for the animal's spirit. Dances ensure that the spirits of the animals taken by the tribe will return.

Buffalo Hunts

Buffalo hunts are usually tribal affairs, held in summer and the start of winter.

Most hunters ride bareback and wear nothing but a breechcloth. They get as close to the herd as possible, approaching from downwind. At a signal, they charge forward, stampeding the buffalo. Each hunter chooses an animal and rides up on its right side from the rear. They shoot for the vitals, aiming between the hip and the last rib (-3 to hit, triple damage). At such close range, arrows may bury themselves completely in the animal. Some pass all the way through, occasionally bringing down a second animal. Well-trained ponies swerve away as soon as they hear the bow twang — even so, some are gored.

Other times, hunters surround the herd, then race their ponies forward on the signal. The bulls force cows and calves into the center of the herd and run around the margin. Occasionally they become so bewildered they stop running and are easy to kill.

Men, women, and children help stampede herds over a cliff edge. They form two lines which converge at the cliff. A Buffalo Caller, disguised in a buffalo skin, mimics a buffalo to entice the herd leaders into the trap. (This requires a successful roll against Animal Handling-5.) Once the buffalo are well within the hunters' V, Indians farthest from the cliff leap up and wave blankets. The frightened buffalo stampede toward the apex, driving those in front over the cliff.

Plains Warfare

Indians avoid pitched battles, which cost too many lives. They prefer surprise attacks, ambushes, and retaliatory raids. Daring men with fast horses may decoy the enemy into a trap.

Before leading a war or raiding party, a warrior consults his Guardian Spirit or a medicine man with war medicine to determine the best time and place for the raid (see *Medicine for the Hunt and for Warfare*, p. 73). Warriors invited to join the party usually agree if the leader is known for successful raids.

There's a War Dance the night the party departs. Between dances and songs, each warrior recites his

Counting Coup

A *coup* (French meaning "strike") is a publicly recognized deed which brings honor to the warrior. Striking a live enemy without harming him requires great courage, and is the highest form of coup a warrior can perform. Many Indians carry coup sticks decorated with eagle feathers for striking enemies on the battlefield.

Coup rules vary among tribes. When a warrior kills an enemy, other warriors may touch the body and claim a coup. Comanches recognize a second coup on the same enemy. The Cheyennes allow three coups, the Arapaho four.

The braver the deed, the more honorable the coup. Stealing an enemy's weapon or horse is especially honored. Most tribes consider counting coup more important than killing.

A warrior proclaims his coups through decorations on his body, clothes, horse and possessions. Falsely claiming a coup brings bad luck.

The GM should award PC Indians a character point for each coup. To be recognized by the tribe (and the GM), the coup must be achieved at great risk.

coups (see sidebar, p. 57). Before dawn, the warriors gather their equipment and horses and quietly leave the village. Most parties include a medicine man to foresee events and heal the wounded. Women may fire arrows from the fringes of the battle on "easy" raids.

Vengeance or theft are the goals of most raids. Individual raiders strive to gain prestige. The most successful raids result in much honor and booty for the raiders, and disgrace and shame for the enemy.

Successful parties send someone ahead to inform the tribe, while they prepare themselves and their horses in war garb and paint. The village greets the triumphant party with shouts, feasting, and dancing.

Unsuccessful parties rarely announce their return. At night, they enter the camp one by one, their faces painted black and their horses' tails shaved. If many warriors fail to return, the camp wails and mourns.

Scalp Raids

Scalps raids are for vengeance. Before departing, the warriors offer sacrifices and parade the camp in full war regalia — war paint, eagle feathers, coup sticks, shields, and lances. If the raid is successful, the whole village celebrates with a Scalp or Victory Dance and the scalps are displayed on decorated poles. The warriors dance and recount their deeds.

Horse Raids

Indians gain status and wealth by stealing horses. The raiding party leaves camp on foot, averaging 25 miles a day. Once in enemy territory, they travel only at night, then make "war lodges" (temporary brush shelters) in a camp as close to the enemy as they dare. They spend a few days killing enough game for food on the return trip.

Horse raids depend on stealth, surprise, and a swift escape. Comanches are renowned raiders — one can slip into an enemy camp, cut a horse's rope from a sleeping man's wrist, and get away without waking a soul.

Indian Weapons

Indians use lances, tomahawks, war clubs, bows, and shields. They use firearms when they can get ammunition, but prefer the bow for hunting.

Lances

The typical Indian lance is a slender spear, about 7 feet long, tipped with iron or steel when available. (Flaked stone or carved mahogany points predate iron.)

Indians use lances in melee combat, rarely throwing them (use the same stats for spear, p. B206). When lancing from horseback, a warrior thrusts underhand — overarm thrusts may spook the horse or break the point on the enemy's bones. Only the bravest warriors choose the lance. They traditionally vow never to retreat (a Great Vow, -15 points). Many lances have powers granted by the spirits (see *Magical Items*, p. 74).

Tomahawks and War Clubs

Western-manufactured trade tomahawks are made of iron and can be used as either small maces or axes, depending on their edges (see *Weapon Table*, p. 90). They may also be thrown. Indians and white men alike find them useful as tools and as weapons. Some tomahawks are spiked like a small fireman's axe and can be used for piercing skulls (impaling damage) or digging holes.

Scalping

Indians sometimes take scalps as proof of their deeds, but a scalped warrior's soul cannot rest until his scalp is returned or replaced with an enemy's.

Tribal custom dictates the size of the scalp taken. Pueblo Indians take only a small circle from the crown of the head — it stretches greatly when prepared. Comanches and other Plains Indians prefer to take the whole scalp. The Indian cuts a circle with his knife, grasps the hair, and yanks. If he makes his ST roll, the scalp comes free — otherwise he needs a knife to separate scalp from skull.

Scalping does 1 point of damage for each inch in diameter of skin taken.

Preparing the Scalp

As soon as convenient, the warrior prays to the spirits and ceremonially prepares the scalp. He shaves the flesh from the skin, stretches the scalp over a willow hoop, and sews it in place. He combs and oils the hair, attaches the willow hoop to a pole in the ground, and leaves it to dry. The scalp will later be displayed or used to decorate the warrior's possessions.

Surviving a Scalping

Any character who is not already dead when scalped may survive the procedure. Immediate dangers include bleeding to death (see p. B130) while unconscious or playing dead, or the enemy discovering the character still lives. Surviving that, the character is still in danger of infection (see p. B134). Medical attention reduces the chances of bleeding and infection, and aids recovery.

A victim loses one or two levels of Appearance, depending on the amount of scalp taken. The scalped area bears a permanently hairless scar. See *Physical Deformities*, p. 32.

Traditional stone axes and wooden or bone clubs may be treated as small maces in melee, doing only crushing damage. The Comanche war club, or battle axe, is a 2-lb flint stone attached to a wooden handle a little more than a foot in length. Each end of the stone thins to a rough edge. (See *small mace* statistics, p. B206.)

Other tribes make clubs of stone, wood, antlers, bone, and other materials. Some are spiked or knobbed. Many are carved, painted, or decorated with feathers and scalp fringes.

Pipe tomahawks are ceremonial objects which function as both pipe and weapon, and are highly prized by Indians. The tomahawk became more ceremonial toward the end of the century — by the time of the battle at Little Big Horn, it was no longer commonly used in warfare.

Firearms

The musket shoots farther than even the most powerful bow, but it's slow. Repeating firearms are better, but the Indians don't have the skills or equipment to maintain them. They face chronic ammunition shortages.

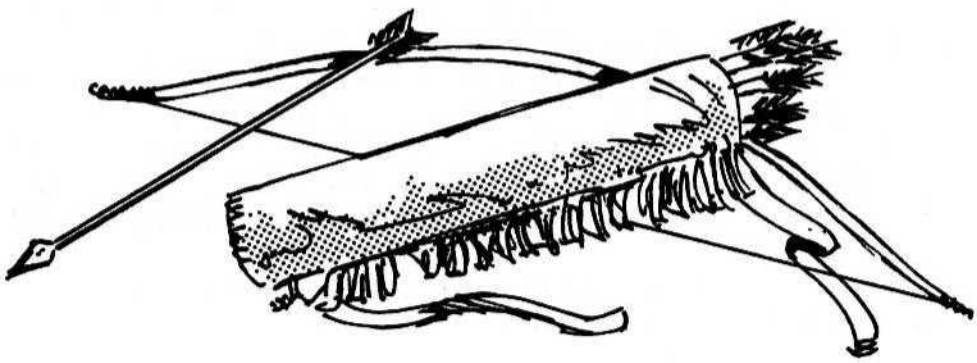
Many prefer the Indian Musket to caplock guns (see p. 85). They make their own flints and bullets, and muskets are easier to reload on a running horse. Slapping the butt jars some of the charge into the priming pan for firing.

Bows and Arrows

Most Indian bows are single-curved short bows, 3-4 feet long (see *Weapon Table*, p. 89). Warriors on foot prefer the slightly larger regular bow (see p. B207 for stats).

Bows made of certain woods, such as mulberry or ash, are particularly prized for their magical powers (see *Enchanted Items*, p. 74). Each is worth a good pony.

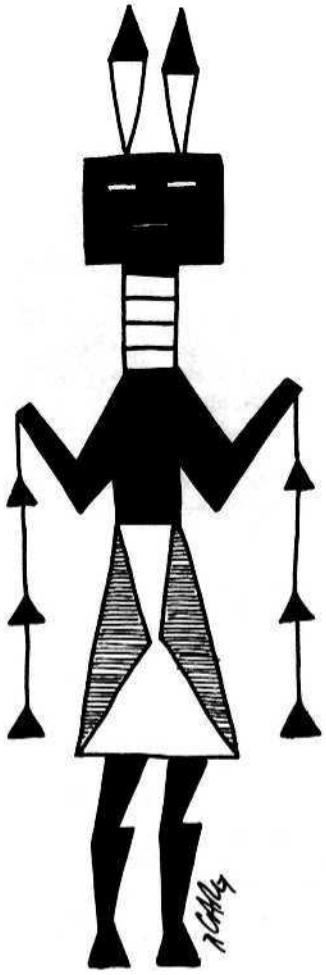
Sinew-backed or "compound" bows are made of laboriously shaped strips of buffalo, elk, or mountain-sheep horn fitted together, glued, and wrapped. They're worth 6-20 ponies apiece, and add +1 to effective skill. They shouldn't be confused with modern compound bows, which utilize cables and pulleys to increase accuracy and power.



Bowstrings are sinews from the back of a deer leg or a buffalo shoulder, split and twisted into cord. Buckskin or rawhide wrist guards protect the bowman.

Indian warriors make arrows of wood or reed and paint them with identifying marks. Tips are firehardened wood, chipped flint, or iron.

A warrior typically carries 30-40 arrows in his quiver — some hold up to 100. The fanciest quivers and bow cases are mountain lion skins with their tails left on as decoration. A traveler slings the quiver over his back with the feathered arrow shafts protruding above his right shoulder. In battle, the warrior shifts the quiver under the left armpit for easier reach.



The Magic of Indian Names

Indian names hold great magical power. An Indian's personal name usually commemorates an event or honors a relative. For good luck and long life, a newborn receives a second name from a medicine man — or, in Sioux society, a *winkte* (see *Berdaches*, p. 60). Names derived from false deeds bring bad luck.

Nicknames are usually used instead of personal names. An Indian addressed by his personal name must grant any request. A warrior thus called by a fallen comrade must rescue him or die defending him.

Indians may change their names to commemorate an event or to recover from illness by assuming a stronger name. Returns-Again, a Hunkpapa Sioux, was once approached by a lone buffalo bull bellowing four names over and over. Understanding that the bull was offering him a new name, Returns-Again chose the first one. Years later, he bestowed his name on his son in honor of his first coup. Thus a Sioux warrior named "Slow" became Tatanka Iyotake — Sitting Bull.

Many tribes forbid speaking the names of the dead for fear of attracting ghosts. This taboo generally applies for several years.

Poisoned arrows — Some Indians use snake or spider venom, or "medicine" ritually prepared from such things as deer gall bladders and rotting skunk corpses. These don't cause extra damage, but may cause illness. The victim rolls against HT, modified by -1 for every 2 hits taken from the arrow wound. Failure indicates infection, as per a spike envenomed with dung (see p. B134).

Flaming Arrows — Flaming arrows are made by wrapping oil- or fat-soaked cloth or grasses around the shaft just behind the arrowhead. They are -2 to skill. A flaming arrow does ordinary damage plus one point for the flame. The chance of the flame spreading depends on what the arrow strikes (see pp. B129-130).

Shields and Armor

The Sioux and other Plains Indians use shields of thickened buffalo hide. All war shields are thought to grant magical protection. Medicine men construct and decorate them according to a ritual revealed in a vision (see *Indian Magic*, pp. 68-71). A hoop of light wood large enough to cover the chest and reinforced with four sticks provides the framework. Boiling and drying the hide thickens and hardens it. (PD 2, plus any magical bonuses. With the optional shield damage rules, p. B120, the shield has DR 3 and Damage of 5/30.)

Comanche shields are of layered hide stuffed with feathers, hair, or paper. (Pioneers are amazed at the Comanche interest in books.) Nearly any angled blade or missile must penetrate so many levels of material it will never reach the warrior. Even bullets from smoothbore weapons aren't likely to penetrate. (PD 3, plus any magical bonuses. DR 6 and Damage 10/40.)

Many Indian tribes have armor as well. Some Indians use a Mexican saddle and bull's hide armor imitating the Spanish morion and cuirass (PD 2, DR 2, torso only). The Five Civilized Tribes wear cane breastplates (PD 2, DR 2, protects torso from the front only). Tribes of the Columbia Plateau prefer armor made of wooden slats over an elkskin undershirt (PD 2, DR 3, torso only). Armor is not thought to be magical, however; most horse warriors rely instead on speed, agility, and their shields.

The Sioux

The Sioux dominate the Northern Plains, where the buffalo thrive. They make many enemies and few alliances. Their Indian ponies and repeating rifles make them "the finest cavalry in the world."

The Sioux Nation has three groups — the Dakotas, Nakotas, and Lakotas. Popular nomenclature equates "Sioux" with the Lakotas, also known as Teton Sioux, Plains Sioux, or Western Sioux. The white man calls the Dakotas "Santee Sioux" and the Nakotas "Yankton Sioux." Although each group is autonomous and has its own leaders, they assemble in summer to hold council and celebrate the Sun Dance.

Sioux honor bravery, generosity, and wisdom. They expect warriors to bear pain well, and to show emotional reserve under stress.

Villages

Each band has its favorite campsites. Level woodlands surrounded by bluffs or ridges are best. They camp on the high plains only for the Sun Dance, with their tipis in a huge circle open to the east.

Warriors raid during the summer. Women gather vegetables and paint robes. When someone spots a buffalo herd, the headmen organize a hunt.

In autumn, each band goes its own way. Some hunt together while the women gather vegetables and nuts and dry meat for winter.

The Sioux winter in the Black Hills forests from December until March or

Sample Indian Names

Sioux

Capa-Tanka, Big Beaver
Huhuseca-ska, White Bone
Mato-Nazin, Standing Bear
Tasunke-Ciqala, Little Horse
Tatanka-Ptecila, Short Bull
Wambli-Waste, Good Eagle
Wicapi, Star

Kiowa

Apiatan, Wooden Lance
Guwekondgieh, Black Wolf

Hopi

Lololomai, Very Good
Tawakwaptiwa, Sun-Down-Shining

Berdaches

Many Plains tribes confer a special status on effeminate males — the *berdache* (a French term) or, in the Sioux bands, *winkte*. Berdaches dress like women and cannot join warrior societies. There is rarely a Social Stigma. A berdache may join women's societies and do beading and other women's work. Some tribes accept berdaches as second wives — not for sex, but to perform women's chores. Alternately, a "manly-hearted woman" may join in the hunt.

The Sioux Nation

The Dakotas, or Santee Sioux, include the Mdewkanton, Wahpeton, Wahpekute, and Sisseton. The Nakotas, or Yankton Sioux, include the Yankton proper and the Yanktonai.

The Lakotas, or Teton Sioux, have seven major divisions. There are the Oglalas, or "Scatter One's Own"; the Sichangus, or "Burnt Thighs" (Brules); the Oohenonpas, "Two Boilings" or "Two Kettles"; the Miniconjous, "Those Who Plant by the Stream"; the Hunkpapas, "Those Who Camp at the Entrance"; the Sihasapas, "Black Feet"; and the Itazipchos, "Without Bows," called "Sans Arcs" by the French.

All this may cause confusion among whites, but the Indians have no trouble with it.

April. Plentiful meat means winter survival. In severe winters, they must resort to eating acorns, horses, and hide scrapings.

In springtime, Indians make sugar. Many move into wigwams — domed stick-frame bark or hide huts — and make tipis from buffalo hides. Societies hold dances, and a few young men seek visions.

When moving camp, one warrior society keeps order. Scouts lead; the Wakincuzas — headmen and elders — carry the fire. The warriors discourage stragglers. The band can cover 25 miles in a day; more than 50 if pressed. At the new camp, women set the tipis in the order of march, doorways facing east.

Societies

Sioux warrior societies (*Akicitas*) include the Brave Hearts and Kit Foxes. They hold dances and feasts, and perform ceremonial duties. The band elects one society as police, and chooses another whenever displeased.

An entire society rarely goes to battle — members join war parties individually or in small groups. Each warrior must uphold his society's reputation. The bravest become leaders. Most Akicitas have twelve officers — two pipe bearers, two drummers, four lancers, two rattlers, and two whippers. The pipe bearers mediate between members. The whip bearers discipline members who break the society's rules. The lancers carry lances into battle.

Of the non-warrior societies, the Nacas are most important. Members include elders and former chiefs, and guide the bands and the Akicitas in all major decisions.

The Comanche

Comanches raid from the southern Plains. The Staked Plains (Llano Estacado) tableland is the western limit of Comancheria. New Mexico settlements are prime targets. The Big Bend wasteland to the south protects the Indians from Mexicans but not vice versa.

Unlike other Plains Indians, the Comanche do not have police, tribal councils, or Sun Dances. Each band has a peace chief, who settles disputes and decides when the band will move or hunt. War chiefs organize raids and lead the band in times of danger.

Comanches believe in natural spirits, but do not practice self-torture in their vision quests.

Warriors count coup for prestige and honor. Stealing guarded horses is the ultimate achievement, rescuing fallen comrades the highest duty. Successful war parties receive elaborate victory dances — including the Scalp Dance when appropriate.

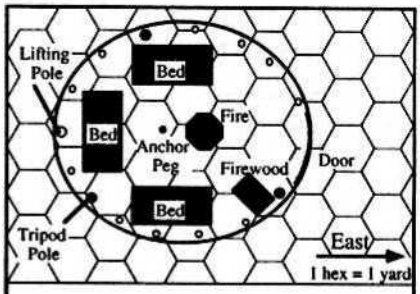
Canyons and arroyos protect villages from weather and enemies. Tipis surround each chief's lodge in rows, or follow a rectangular grid. Women make food, tan hides, and sew tipis and clothing. Men hunt, raid, or craft weapons. When the head peace chief says it's time to move, a herald rides through the camp describing the new location. Women strike camp hurriedly the next morning, eager to obtain a good site in the new camp. Men and boys drive the horses and hunt along the way.

Allied tribes include the Kiowa (since 1790) and the Cheyenne (from 1840). The Wichita share trade and peaceful relations with the Comanche. The Apache war almost constantly with the Comanche until 1875. Comanches despise the Tonkawa and other Texas tribes for their cannibalism.

The Southwestern Desert Tribes

The Southwestern summer rains support four agricultural tribes — the

Typical Tipi Floorplan



Typical Tipi Floorplan

The tripod poles provide frame support. The lifting pole is used to position the tipi's buffalo-hide cover. On windy days, a rawhide tie anchors the apex of the tipi to the anchor peg. The bottom edge of the hide cover may be raised in warm weather. Other furnishings include back rests and personal items.

Entertainment

The Sioux love to gamble, and almost every game or sport involves betting. Dances celebrate manly prowess and womanly virtue. Men and women attend their own dances, rarely dancing together. The Night Dance, a formal gathering and feast, offers mixed dancing.

Sioux play drums, rattles, flutes, and whistles. Most music involves drumming and singing. Magical powers are associated with flutes, and only medicine men make them, though anyone taught the proper tune can use their magic.

Animals

The Sioux keep two kinds of dogs — a large breed, similar to coyotes, for work; and a smaller type for eating. The working dogs offer protection, and serve as warning system and pack animals. Few adults care for them as they would a favorite horse, although children often make pets of the puppies.

A warrior usually pickets his favorite horse near his tipi. He pampers, grooms, feeds it, and guards it from raiders. The rest of the herd grazes on the plains, to be caught and ridden at need.

Boys love to capture young hawks, coyotes, skunks, and badgers, but most escape when full grown. Young eagles and hawks are kept until autumn, then killed for their feathers. They are never trained for falconry. Adults occasionally keep talking crows as pets.

Warfare

The Sioux war to capture enemy property (especially horses), to expand their territory, and to retaliate against previous attacks. Despite their warlike reputation, they are attacked nearly as often as they war on their enemies. Sioux villages are always ready for siege, safe only during blizzards and other bad weather.

Sioux warriors take captives in raids, usually adopting the children. A captured woman generally becomes her captor's wife. If she refuses, she is returned to her people. Few men are taken captive; most would rather die.

Allies and Enemies

The Sioux Nation makes few alliances, and no long-lasting ones. Their traditional tribal enemies include the Pawnees and Kiowas.

The Comanche Language

The Comanches dominate trade as well as hunting in the southern Plains. Indian gatherings of more than one tribe generally use the Comanche tongue. Consequently, Comanches rarely bother to learn other languages or the Plains sign language.

"Snakes"

The Plains Indian Sign Language gesture for "Comanches" is made by holding the right hand palm downward, forearm across the front of the body, and moving to to the right with a wiggling motion. It means "Snake Going Backwards," the common name for a Comanche.

Yumans, Pima and Papago, and Pueblo Indians. Typical desert crops include maize, beans, melons, pumpkins, and wheat.

Navajo and Apache raiders roam the Colorado Plateau, and nomadic hunters inhabit southwestern Texas and northern Mexico. The inhospitable terrain discourages white settlement, and the Indians of the Southwest retain most of their tribal lands.

Yuman Tribes

Yuman Indians live along permanent rivers, fishing, hunting small game, and gathering wild fruits and seeds. Spring floods silt their small fields; starvation is rare. Yuman families live in brush shelters or sand-covered houses. Each tribe encompasses loosely organized bands.

Yuman tribes include the Yuma, Mojave, Havasupai, Walapai, Yavapai, Cocopa, and Maricopa. The Maricopa often ally with the Pima against the Mojave and Yuma; the Yavapai frequently raid with western Apache. Yuma bands often war with the Cocopa, but trade with other neighbors.The Havasupai are peaceful.

Pima and Papago

Calling themselves the "River People," Pima Indians farm in the river valleys. They irrigate their farms with a series of canals and dams left by the Hohokam ("Vanished Ones"). Hunting and gathering support them one year in five, when drought destroys the crops.

Pimas live in pit houses — excavated living rooms with sapling and mud roofs. The adult village males aid the chief. Village chiefs elect a tribal chief. The Piman culture is similar to Mexican and Central American village cultures, including snakes and birds as religious figures.

The Papago inhabit harsher areas of the desert and must supplement their meager crops with wild foods. They make saguaro cactus jam, candy, syrup, and wine. In winter months, they move to the hills, where water supplies are more permanent.

In summer, the Papago live by their fields. They depend on flash-floods for irrigation, and build reservoirs, ditches, and dikes. In very dry summers, only beans will grow — hence "Papago," meaning "Bean People."

Papago villages are made up of extended families, each family led by the oldest active male. Their wattle-and-daub houses are widely spaced. Tradition and language bind the tribe; related villages maintain contact. The men meet nightly to resolve local problems. The medicine man — the "keeper of the smoke" — leads communal ceremonies. The Papago seek magical powers through singing, visions, and intoxication.

Pima Indians maintain friendly relations with whites. Forty-niners receive freely offered food and an escort through Apache territory. Pima warriors scout for the U.S. Army, working against their Tribal Enemy, the Apache.

Living in more remote areas than their cousins, the Papago have little contact with whites.

Pueblo Indians

Pueblo (Spanish for village) refers to the adobe or stone houses of the Southwest and the Indians who inhabit them. Many were abandoned because of disease or warfare; 30 or so remained inhabited at the beginning of the 19th century.

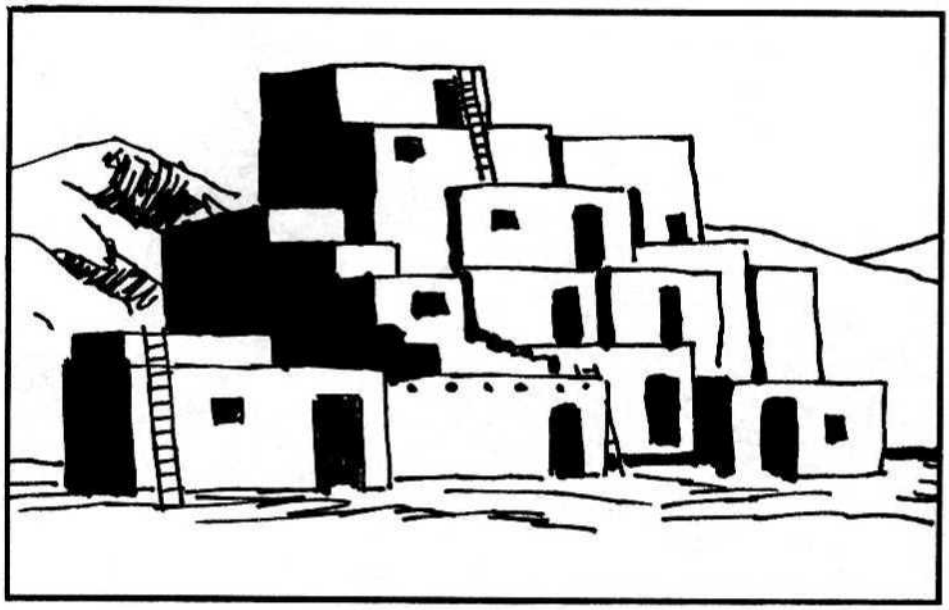
Pueblo tribes share cultural traits although their languages are mutually unintelligible. Primarily farmers, some Pueblo Indians hunt deer and antelope in the mountains; some hunt buffalo on the Staked Plains. All Pueblos hold rabbit hunts and gather wild plants.

Each family has several rooms in the communal building. The principal unit of Pueblo society is a clan, which is as important as the family. Clan kinship is based on a totemic animal and passed on through the mother. Marriage within a clan is forbidden — a man always belongs to a different clan than his wife and children.

Religion is a communal affair that ensures the order of the universe. Each clan has a Secret society responsible for specific ceremonies; rituals ensure tribal welfare. The society heads govern the pueblo.

Nearly all Pueblos share the Kachina cult. Kachinas are ancestral spirits that bring rain and fertility. During festivals, the priests become the Kachinas by donning their ogre, demon, animal, or clown masks. The Mudheads, who parody and ridicule Pueblo society, are the best-known kachina clowns.

Pueblo tribes include the Hopi, Zuni, Keres, Tewa, Tiwa, and Towa. Most of their pueblos bear Spanish names — Taos, Isleta, San Juan, San Ildefonso, Santa Domingo, and so on.



Nomads of the Southwest

Once of the same people, the Navajo and Apache share religious beliefs and language. The Navajo call themselves "'Din-eh(!!!)é" — "The People." (They cannot say "Navajo," since they have no equivalent "v" sound.) The Apache call themselves "Tin-ne(!!!)é-ah" — also meaning "The People." Sometime before the 15th century, the Navajos adopted many Pueblo ways, while their Apache cousins remained nomadic hunters.

The Navajo and Apache occupy the Colorado Plateau, virtually surrounding the Pueblos.

The Navajo

The Navajo herd sheep, goats, and cattle, supplementing their crops with raids.

Communities of widely scattered hogans — circular earth-covered lodges — may occupy as many as 80,000 acres. Extended families farm, herd sheep, and perform ceremonies. Neighboring families choose a headman. Navajo society is divided into 60 or so clans spread among the communities, and kinship is matrilineal.

Stealthy night raids on Pueblo neighbors, Spanish colonials, and Mexicans net slaves, trade goods, and livestock. Navajo do not count coup, and leave dead

The Pueblo "Place of Emergence"

Pueblo Indians believe in a place called *sipapu*, a sacred spot where their ancestors entered this world from a previous, underground world. Each tribe has its own place of emergence, the center of its cosmos. The Tewan *sipapu* is a lake in Colorado. The Zuni *sipapu* is on the edge of their ancient village. Harmony and control must reign around the *sipapu*. If evil thoughts or errors in rituals intrude, the spirits will withhold the blessings of life.

Among the apartments of the pueblos are ceremonial subterranean chambers called *kivas*. Used for sacred ceremonies, a kiva is entered through a hole in the domed roof. Another hole in the floor symbolically represents the *sipapu*.

The Anasazi

The Anasazi people — "Ancient Ones" in the Navajo language — lived among the high mesas of the Southwest. They were accomplished potters, builders, and farmers. The Anasazi terraced their fields and built extensive irrigation systems. They invented pueblo architecture. Pueblo Bonito in Chaco Canyon has five stories and 800 rooms.

Sometime around 1000 A.D., the Anasazi moved from mesa-top pueblos to newly-built cliff dwellings, including Cliff Palace in Mesa Verde and Mummy Cave in Canyon de Chelly. Three centuries later, drought, or invaders, or inter-pueblo fighting emptied these great communities. The Anasazi established new, smaller pueblos, and passed their culture down to their descendants — the Pueblo Indians.

Navajo Magic

The Navajo use many rites for luck and healing. Individuals or families practice simple rituals. Specialists handle healing magic, and are paid according to their skill and the length of the ceremony. Sand paintings, with pollen and flower petals, are important components of Navajo magic. Other ceremonies involve public dances with hundreds or thousands of attendees.

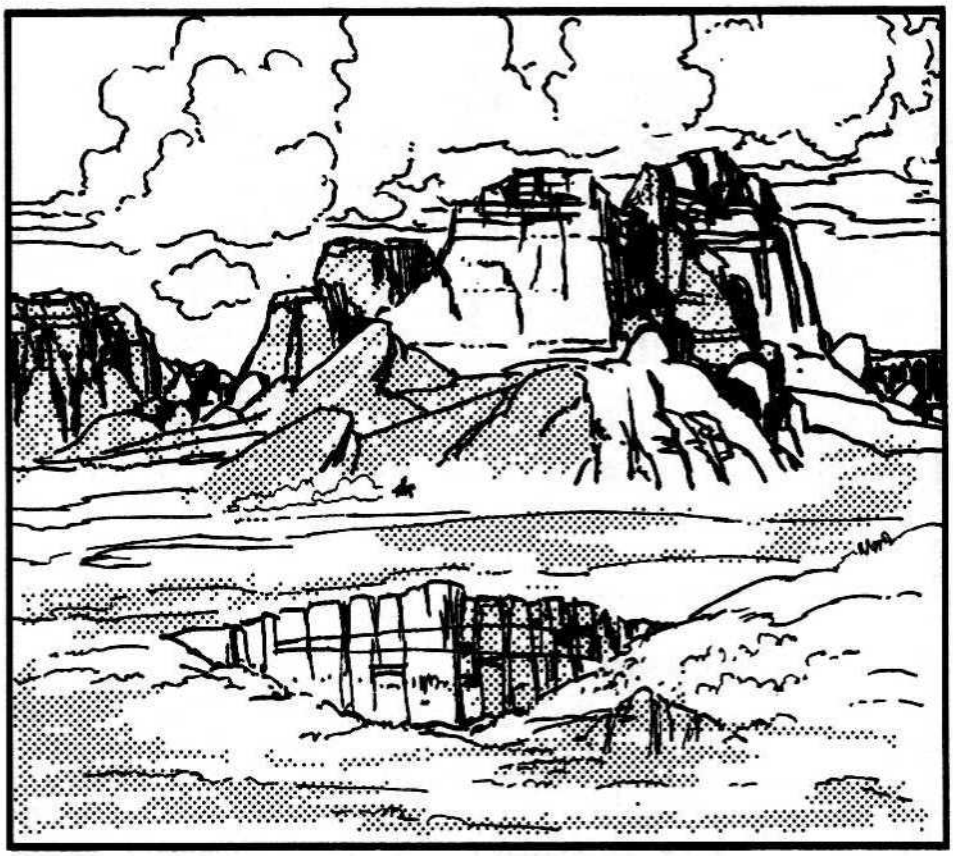
warriors on the battlefield for fear of evil spirits. Navajo abandon a hogan if someone dies within it.

Around mid-century, the Navajo learned silversmithing, probably from Mexican captives.

The Apache

Apache tribes on the edge of the plains live in tipis and share many Plains Indian practices. They depend on raids, although some farm and all hunt. Tribes further west primarily farm, although many raid with Yumans. They live in wickiups — pole frame huts of brush or reed mats.

Apache bands have their own territory and a headman. Several bands unite under an informal war chief. Apache tribes do not always consider other Apache tribes part of "The People." Chiricahuas call the Tonto *Bini-e-dine* ("People Without Minds") — which may account for the Spanish term, Tonto, meaning fool.



An extended family makes up an Apache camp or village (called a "rancheria"). Camps move frequently to better hunting and gathering grounds.

Apaches are stealthy, crafty, and experienced raiders. Eastern Apaches rely on horses, Western Apaches less so. They may butcher extra horses and mules. Captives are often adopted into the tribe, but are occasionally tortured for revenge. (These incidents give the Apache a Reputation for brutal torture — with a -2 reaction, affecting a large class of people. -5 points.) They rarely collect scalps, for fear of the dead. When an Apache takes a scalp, he must handle it carefully or risk harm from its magic, and discard it immediately after the victory dance.

Apaches use a weapon similar to a morningstar. A fist-sized rock in a rawhide pouch swings from a short wooden handle on a foot of rawhide. Warriors use them in close combat or when attacking a sleeping enemy. (Swing+2

The Ghost Dance

In 1870 and again in 1890, Indians began to dance new, solemn dances. The whites called the shuffling ceremonies "ghost dances," for the Indians believe they will bring the dead to life. A Paiute medicine man named Wodziwob instigated the practice in 1870. Other tribes in Nevada and California followed suit. If they danced and pray, Wodziwob told them, the whites would go away and the old days return. Gradually, however, the ghost dances died out.

Then, on New Year's Day, 1889, a young Paiute named Wovoka experienced a vision. During a total eclipse, Wovoka's spirit ascended to Heaven. There Jesus told him He would bring back the buffalo and other animals, and return the spirits of all the dead Indians. Jesus would make the earth new again, and Indians and whites would live together peaceably. The Indians must have faith, and dance the Ghost Dance.

"Dance: everywhere, keep on dancing," Wovoka told his people. "You must not do harm to anyone. You must not fight. Do right always."

His disciples spread the cult throughout the West. Both men and women danced, singing about their struggles and misfortunes. They wore white shirts with "medicine" designs to encourage the ghosts' return — some said these shirts could stop bullets. Presiding medicine man tried to induce trances and visions in the dancers. Some saw visions of vast herds of buffalo and antelope, or met their dead kinsmen again.

The Plains Indians transformed the Ghost Dance to a belief that everyone except the Indians would be pushed off the land to drown in the seas. There was no need to go to war again — the Great Spirit would destroy the whites.

Fearing that the gatherings encourage Indian activism, the whites outlawed them. The Indians continued to dance. Attempts by the military to stop the Ghost Dance Religion culminated in the massacre at Wounded Knee on December 29, 1890. Indian resistance died with the ghost dances.

crushing damage, Reach 1, Weight 4 lbs, Min ST 11, 1 turn to ready. Usable with the Flail skill, p. B50.)

The Great Basin

Winter snow is the only precipitation in the Great Basin. Rivers and streams disappear into "sinks" with no outlet. Saline lakes and alkaline flats are common. Sagebrush, piñon trees, and junipers constitute the vegetation.

"Digger" Indians, as the whites call the Great Basin Indians, travel primarily in small family groups. Various bands occasionally gather for communal hunts and autumn pinñon nut harvests, but tribal identity is minimal. Leaders are followed only as long as they can provide for the safety and welfare of their band. Whites often try to make treaties with seemingly important leaders, only to find out they have no influence over other bands and little control over their own.

The Indians forage for seeds, nuts, roots, lizards, insects, and rodents. Their primary tool is a digging stick. Communal grasshopper, rabbit, and antelope drives occasionally provide a feast. A bird or fish sometimes enlivens the diet. The daily quest for water, firewood, and materials is vital to their precarious existence.

The major tribes are Paiute, Ute, and Shoshoni. Average population density is 1-10 people per 100 square miles. A few horse tribes toward the north and east hunt buffalo on the Great Plains. When whites arrive, many Indians become laborers or beg.

The Paiute

The Paiutes' traditional way of life includes the painstaking gathering of seeds and nuts, which Southern Paiutes supplement with small gardens. Temporary brush windbreaks provide shelter in summer camps. Camping near permanent water, firewood, and food caches in wintertime, the Paiute make brush, grass, and reed-mat wickiups. By springtime their meager supplies are usually gone. In summertime Paiutes go naked, or wear bark aprons or breechcloths. They use rabbitskin blankets in cold weather.

Northern Paiutes occupy east central California, western Nevada, and eastern Oregon. The Walpapi and Yahuskin bands range furthest north and are known as the Snake Indians. With the rush of settlers in the 1840s and later, the Northern Paiute acquire guns and horses and fight to keep their lands.

When the U.S. government directs Paiutes onto reservations, many stay, working for the whites or remaining on the fringes of their settlements.

The Ute

The Utes are closely related to the Paiutes, with the same language and lifestyle. Early in the 19th century, the Utes of western Colorado and northern acquire horses from the Plains tribes, and change their lifestyle. They form loose hunting bands and raid settlers' livestock. They make tipis as well as grass or brush houses. They camp along wooded streams and replace their bark aprons and breech-clouts with tailored skin garments.

Horse bands trade with each other and other tribes. Slave raids on Southern Paiute, Western Shoshoni, and Gosiute bands provide merchandise for trade in the Spanish settlements. Utes in southern Utah, Nevada, and California kept their old ways, alongside the Southern Paiute.

The mounted Utes join the Northern Paiute and the Shoshoni in the local wars throughout the 1850s and 1860s. After 1870 these tribes must beg, steal and prostitute to eat.

Indian Trade

A well-developed trade system connecting the Pacific coast with the northern Plains was in place before the first contact with white traders in the 18th century. The Chinook Indians plied the Columbia river as middlemen, their "Chinook jargon" the lingua franca. When the white man's trading ships began to call at the mouth of the Columbia, the Chinooks grew wealthy porting slaves and pelts downriver in exchange for steel knives, guns and ammunition, glass beads, and flour, cloth, blankets, rum, and nicknacks.

The trappers and settlers brought disease. An epidemic of "ague fever," probably malaria, severely depleted the Chinook Indians in 1829. White settlers in mid-century pushed many tribes into small reservations in Washington and Oregon. By the 1880s, most Indian tribes had lost their lands and depended on white manufactured goods. Many worked for low wages, guiding prospectors or backpacking cargo over the mountain passes. There were too few jobs to support most Indians.

The Shoshoni

Shoshoni Indians may be roughly divided into four groups. The horseless Western Shoshoni live in central Nevada. They live much like other "Digger" Indians of the Great Basin. Each family roams the desert independently, gathering briefly for rabbit drives or dancing. A few obtain horses from the settlers. Eventually, whites simply push them aside.

The mounted bands of Northern Shoshoni range through northern Utah and Idaho. The Wind River Shoshoni make western Wyoming their home. They adopt many Plains Indians customs, including tipis and the practice of counting coup.

And in western Texas, the Comanches — an offshoot of the Shoshonis — retain the Shoshoni language.

Indians of the Northwest

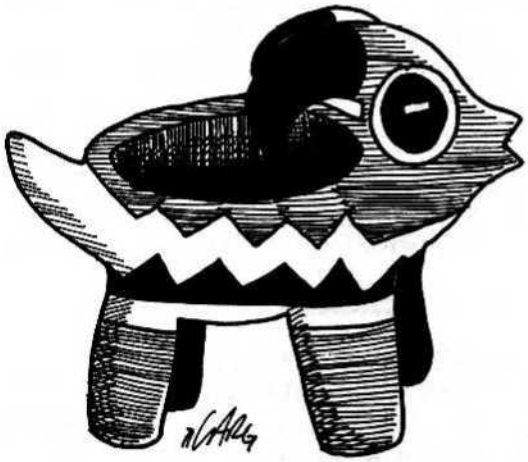
The largest Indian populations live in the Pacific Northwest. Topography splits the area into three provinces. Between the Rockies and the Cascades, the Columbia Plateau supports more than two dozen tribes. The Northwest Coast Indians enjoy a complex, affluent society. In California and Baja, peaceful Indian tribelets speak more than 100 dialects.

The Plateau

The plateau Indians rely on the rivers. In wintertime, they often live near rapids, where they fish. Thirty families may share an earthlodge — a semisubterranean building with an earth-covered domed roof. Villages contain a dozen or more earthlodges. Semi-permanent mountain camps are summer hunting and gathering bases. Most villages recognize one headman as leader.

Adolescent boys fast and pray for a Guardian Spirit on a mountaintop.

Plateau Indians use horses throughout the century. The Cayuse Indians build such a good horse trade that "cayuse" means horse in the Northwest. Some plateau tribes raid. Others, especially the Flathead, have a reputation for honesty and hospitality.



The Nez Percé

The Nez Percé are a typical Plateau tribe. They fish for salmon and gather roots; they borrowed horses and many customs from the Plains Indians.

Unlike most Indians, the Nez Percé selectively bred their horses, one of the largest herds on the continent. Their preference for spotted horses developed the Appaloosa.

Increasing conflicts with fur traders, missionaries, settlers, and miners led to the Nez Percé War of 1877 (see p. 97). Newspapers reports of the war inspired popular support for the Indians. Chief Joseph's surrender speech — "I will fight no more forever" — touched the nation, but U.S. policy trundled the Nez Percé off to reservations.

Totem Poles

Totem poles are ostentatious reinforcements of family prestige and wealth, not religious artifacts. The wealthier the family, the more elaborate the display. The Indians had no iron or other sharp carving tools until the trading ships arrived in 1791 — their "totems" are probably modelled after Filipino and Hawaiian artifacts which arrived with the ships. The totem pole combines genealogical information, mystic animals, and a family crest. The supernatural beings represent family ancestors. Totems may also proclaim their owner's exploits.

The Northwest Coastal Indians

The Northwest coast tribes rival whites in their ostentation and accumulation of wealth and possessions. The area's abundance means they spend little time gathering food, and affords the raw materials for luxury. They make seaworthy boats and live in roomy plank houses, but lack agriculture and pottery. Coastal tribes war to shame an enemy or to save compromised honor in death, rather than to gain war booty.

Social Status and Potlatches

Each person has his place, from the chief to the slave. Social status is hereditary, but titles and rights are formally bestowed at a *potlatch*, a ceremonial feast for gift-giving.

Giving gifts extends into everyday life as well. The more given away, the more prestige is generated. A chief gives a blanket or small gift to anyone who performs a service for him. With the material wealth introduced by the fur trade, potlatches become status contests. Chiefs smash their boats, burn their blankets, and break their knives to prove that their wealth is greatest. A bankrupt Indian loses his claim to a title.

California Indians

California Indian villages comprise related family groups. Three to 30 neighboring villages form a tribelet, whose chief lives in the largest village. The chief has no authority, but is heeded for his wisdom. Member villages share resources.

Each tribelet has different customs. The Mojave desert Indians farm. Chumash seamen craft plank boats. The Pomo make baskets — popular trade items decorated with feathers and beads, and waterproofed with asphaltum.

Before 1823, Spanish Franciscans established 21 missions in central and southern California. The converted "Mission Indians" became fatally dependent on their Spanish keepers. The forty-niners brutalize northern California Indians. Disease, violence, and starvation kill more than 50,000 Indians in mid-century.

Eastern and Southern Tribes

The northeastern Indians are primarily woodland hunters, although many farm and fish. By the 19th century many tribes have been forced West.

Southeastern Indians are traditionally farmers, but hunt and gather as well. The larger tribes include the Cherokee, Chickasaw, Choctaw, Creek, and Seminole Indians — the Five Civilized Tribes.

From the woods of east Texas through Louisiana and southern Arkansas are a number of tribes collectively called the Caddo Confederacies. The Hasinai are the largest of these groups and include eight separate tribes. Four other tribes comprise a second group, the Kadohadachos, or Caddo proper. The third group is known as the Natchitoches. Many Indians from the Caddo Confederacies fight with the Rebels during the Civil War.

The Five Civilized Tribes

These tribes adopted white customs and religion before the 19th century. Most are Baptist or Presbyterian. At the beginning of the 19th century they own farms, livestock, and black slaves, and frequently intermarry whites. In 1830 the Indian Removal Act exchanges their Florida tribal lands for Indian Territory in present-day Oklahoma.

Mission Indians

Tribes "civilized" by the Spanish friars are known by their mission name: Costonoan, Chumash, Cupeno, Diegueno, Fernandeno, Gabrieleno, Juaneno, Luiseno, and Serrano. These tribes spoke Shoshonean dialects, except for the Yuman-speaking Diegueno.

The missions were supposed to spread the faith and civilize the Indians, but kept them as virtual slaves. Indians worked the fields and herded cattle. Many converted, but many more died of European diseases.

When Mexico disbanded the missions in 1834, 20,500 Christianized Indians of an original 83,000 remained. Some tribes had vanished completely. The Mexican government granted the Indians citizenship and half the mission property, but unscrupulous speculators exploited them. Many begged in the street.

Eastern Indians in the West

Seminole Indians are not encountered much in the West, since they only venture out of the Florida Everglades or Indian Territory for specific reasons. Fierce fighters, they are at home in the swamp. They are known for their tracking ability and pride; they hold grudges and seek revenge for wrongs done to them or to a member of their family.

Creeks, Choctaw, Chickasaw and Cherokee all dress like Anglos and speak English better than most cowboys. They have their own police forces, schools, churches and forms of entertainment. They rarely leave Indian Territory.

The Choctaw and Chickasaw moved during the winters of 1831 to 1834. The Creeks are forced west in 1836; the Cherokee travel the "Trail of Tears" in 1838. The forced moves kill nearly a third of the Indians.

Indian Magic

Indian magic and Indian religion are one and the same. Plants, animals, inanimate objects, and natural phenomena all have spirits which may be called upon to render aid, and must be ritually thanked and appeased when aid is granted.

An Indian speaks with the spirits through chants and dances, in ceremonies, and with items of power such as drums, feathers, tobacco, and certain woods. The spirits speak through visions and omens. Medicine men use magic to invoke the spirits and bind them, control nature, help friends, and harm enemies.

Indian magic, or "medicine," is powerful (despite Earth's low mana) and not to be used lightly. Stringent vows ensure the practitioner's purity and proscribed rituals guarantee the spirits' continued favor. Power brings responsibility for the welfare of the tribe.

The greatest medicine men show aptitude early on. Children who experience visions or demonstrate unusual luck or abilities are apprenticed to the tribe's best medicine men. Anyone may seek a Guardian Spirit and gain power and spells (see the *Guardian Spirit* advantage, p. 29, and sidebar, p. 70).

In some tribes, women can become respected medicine women. In others, they must wait until menopause before seeking power. A few tribes prohibit women from practicing magic.

Although many Indians possess a bit of power and know one or two spells, only "Dreamers" and "Shamans" have true "medicine." The medicine man must pay for his magic — with days of fasting and self-torture, or a piece of his body such as a finger joint. Medicine men can rarely support themselves with their powers. Patients usually reward success with gifts, but medicine men risk angering their Guardian Spirits if they demand payment.

Among the hunting and gathering cultures, especially the Plains Tribes, Indians undergo a *vision quest* to gain magical abilities. An individual may attempt any number of vision quests, and have more than one Guardian Spirit. Indians who undergo many vision quests without success may buy power and magic from a medicine man.

Indian Magic in the Campaign

The GM can tailor the Indian magic system to any ***Old West*** campaign by restricting or increasing the Power Reserves (see p. 71), or by adjusting modifiers to the vision quest Will and HT rolls or spirit reaction rolls. The GM determines the likelihood of a Guardian Spirit granting special requests or aid, and selects the spells available. Results of ceremonial dances are likewise up to the GM.

In a low-magic campaign, Guardian Spirits grant very small Power Reserves and only a few spells. Penalties on spell-casting ensure that magic looks little different than chance. The medicine man and his patient believe the magic — failures are caused by blundered ceremonies, angered Guardian Spirits, or sorcerers.

For more reliable magic, Guardian Spirits grant larger Power Reserves and greater successes. Indian magic causes slight variations in history, but the end result is the same — it cannot stop the white expansion (this level of magic is assumed here).

The GM may also permit spectacular magic: Guardian Spirits grant huge Power Reserves and busy themselves in men's affairs. Throw history out and imagine what would happen if the Ghost Dance brings back the dead!

The Vision Quest

Perhaps the most important vision an Indian may have is the one which links him to a Guardian Spirit. This spirit grants him the power to use magic, and guards and protects him.

Most youths undertake a vision quest before going on the warpath. If successful, the youth gains his first Guardian Spirit, and perhaps a new name. Many Indians seek visions before battle or a hunt.

Indians who desire additional power undergo full vision quests, though a character may contact his Guardian Spirit with lesser rituals (see the *Call Guardian Spirit* spell, p. 75). Fasting, self-torture and self-sacrifice, dancing, and isolation all encourage visions. Some tribes, especially after 1850, use hallucinatory peyote or jimson weed to induce visions.

Preparations

The vision seeker must purify himself in body and mind with long hours in a sweat-bath and sincere prayers. A medicine man may prepare and instruct a first-time supplicant.

A Comanche must have a bone pipe, tobacco, and a source of fire (usually a

fire drill, or a live coal wrapped in moss). Clad only in breechcloth and moccasins, he walks alone to a place where he will not be disturbed, yet near enough to the village to be able to return without help. He stops to smoke and pray four times along the way. The Sioux have vision pits with sage bedding and surrounded by tobacco offerings.

The quest location is important. Solitary hilltops or mountainsides are favored. The rare and sacred spots with normal mana levels are especially valued — Medicine Bluff in the Wichita mountains may be such a site.

The Vigil

The vision quest is a solitary undertaking typically lasting four days and nights. The seeker fasts and may forego sleep as well. Sponsors may bring water — rarely more than a sip each day.

Each seeker chooses his own way to contact the spirits. He may offer up his blood or his flesh to them, or stand naked throughout the day, arms outstretched with a pipe offering, moving only to follow the motion of the sun. The vigil continues until the seeker receives a vision or abandons the quest. Visions

The Powers

The Sioux believe in *Wakan Tanka*, the Great Mystery or Great Spirit. There are four Superior Gods — Inyan, the Rock; Maka, the Earth; Skan, the Sky; and Wi, the Sun. Their Associate Gods include Hanwi, the Moon, helper to the Sun; Tate, the Wind, who serves Sky; Whope, daughter of Sun and Moon, associate of Earth; and Wakinyan, the Winged, known as Thunder, whose glance is lightning. Lesser gods, sons and daughters to the Superior or Associate gods, are the Buffalo, the Bear, the Four Winds, and the Whirlwind. With them are the Wanalapi, four powers — *Nagi*, or personality; *Niya*, or vitality; *Nagila*, or essence; and *Sicun*, or power. These beings are all benevolent aspects of Wakan Tanka — sixteen, yet one.

The Great Spirit also manifests itself as evil demons, monsters, water spirits, and other foul things. Iya, the chief of all evil, appears as a cyclone. Iktomi, the Trickster, is a deposed god. Waziya, the Old Man, and his wife Wakanaka, the Witch, figure in many frightening Indian tales.

Most Plains Indians' beliefs are similar to Sioux beliefs. Any of the gods, or a myriad of other supernatural beings, may visit an Indian during a vision quest.

Coyote, the Trickster

The Trickster is a favorite figure in Indian tales. Plains tribes call him Coyote. To the north and east, he takes the form of the Great Hare. Northwestern tribes know him as Raven. Among other things, he gives Fire to the Indians, but most of the time he just brings trouble. Many believe him to be a deposed god. He uses his powers primarily to cause mischief. More often than not, events turn his jokes back on himself — one time he turned himself into a girl, and accidentally got pregnant.

usually come by the fourth day. The seeker may prolong the quest if no vision arrives.

A character undertaking a Vision Quest must make both a Health and a Will roll each day. Each day after the first bears a cumulative -1 penalty. The quest fails on a critical failure of either roll, or a normal failure of both.

Each day, the GM rolls a reaction roll for the spirits (see B204-205). Modifiers include -4 if the character failed the HT or Will roll that day; +2 for a critical success; +6 for critical successes on both HT and Will; and a cumulative +1 for each day after the first. Seeking a vision in a normal mana area adds +5 to the reaction roll, and a character with Magical Aptitude gains +1 for each level of Magery. A result of Very Good or Excellent results in a vision and the acquisition of a Guardian Spirit (see sidebar, p. 70, and the *Guardian Spirit* advantage, p. 29). A result of Very Bad or Disastrous indicates the character will *never* receive a vision, although the player shouldn't know this.

Guardian Spirits

Any of the spirit powers (see sidebar, p. 69) may be a Guardian Spirit, and almost every animal may grant supernatural powers (the horse and the dog are exceptions). Indians attempt a vision quest to gain a Guardian Spirit. In rare cases a spirit may reveal itself unbidden.

Guardian Spirits can grant powers only within their own spheres of influence. The GM decides which spells are associated with any Guardian Spirit. For example:

Guardian Spirit (Thunder) — The vision-seeker must accept the power or risk being struck by lightning. Thunder grants great healing abilities, and power over fire, lightning, and weather. In return, the medicine man must live on the edge of camp in a rotting tipi, wear buffalo robes in summer and breechcloth in winter, and eat burning-hot food with his bare hands.

Guardian Spirit (Buffalo) — The Buffalo protects young girls, and is patron of generosity, abundance, and love. Buffalo Dreamers know when and where the buffalo herds will appear, and how best to approach them. They know the secrets of the Big Twisted Flute which ensures a maiden's love for the musician. Their powers protect them from arrows. Buffalo Dreamers must always use their magic for the welfare of others, and cannot refuse a request for aid. They live in black tipis with a lone buffalo painted on the back.

Guardian Spirit (Wolf) — Wolf medicine grants invulnerability to bullets. Wolf Dreamers walk barefoot on cold snow and are not bothered by winter. They put red paint between their toes, like their brother wolves, and vow never to harm their brethren. Wolves patronize warriors, and may reveal the whereabouts and strengths of enemies.

Returning the Medicine

If a medicine man finds the price of his Guardian Spirit's power too high, he may return to the place of the vision and ask the spirit to take it back. If the spirit agrees, it reveals the proper ritual in a vision. Once the medicine man performs the ritual and disposes of his medicine bundle and magic paraphernalia in a running stream, he is free of the power and its responsibilities.

A vision seeker who undergoes self-torture may trade penalties on his Will and HT rolls for bonuses on the spirit reaction roll. For each -1 to either roll, apply a +1 to the spirit reaction roll. Penalties to the character's Will roll reflect the amount of pain he ritually inflicts on himself. Penalties to the HT roll represent more tangible sacrifices; -1 for any wound left to bleed on its own (see sidebar, B130), -1 for each square inch of skin offered up, and -5 for each finger joint sacrificed. The maximum reaction bonus self-torture gives is +6.

The Vision

The nature of the vision — and of the Guardian Spirit who grants it — is up to the GM. A wolf howl, the rustling of the wind, or the scream of an eagle may inform the character of his newly acquired guardian. Or perhaps he hallucinates that a stag or Thunder appears and speaks to him.

The Guardian Spirit

If the character quests in a spot associated with a spirit — the grave of a renowned Dreamer of Wolves, for example — that spirit is the most likely to answer. If the character already has a Guardian Spirit, the same one will probably not answer unless specifically called. If no particular spirit is sought, the GM may roll on the NPC reaction table. The better the reaction, the more powerful the spirit. Excellent indicates that Wakan Tanka itself (see sidebar, p. 69) produces an intense vision. The GM may apply the same modifiers to the reaction roll as to the roll which brought the vision.

When approached by a spirit, an Indian may accept or decline the offer of power. The vows which the Guardian Spirit demands may outweigh the benefits. If he declines, the character must take care not to offend the spirit. On acceptance, the character gains the Guardian Spirit advantage (see p. 29).

The spirit tells the character what he must collect for a medicine bundle — feathers, a stone pipe, a piece of skin, seeds or nuts, and so on (see sidebar, p. 73). It may also grant a special song the character can use to call for supernatural aid in times of need. The spirit may also describe vows, taboos, and rituals the character must follow.

Sometimes the Guardian Spirit reveals very little, and the character must ask a medicine man with the same guardian spirit to teach him.

Power Reserves

A Guardian Spirit also provides a Power Reserve — similar to an enormous Powerstone, but with no physical form. The GM sets the ST of the Power Reserve (see p. 71).

Any time the medicine man's personal energy is not enough to perform a task, he may use this reserve. Casting powerful spells, enchanting items, or transferring power to others deplete the reserve. When a Power Reserve reaches 0 points, the character loses the Guardian Spirit advantage, and cannot perform any magic associated with that spirit.

The GM may warn the player when a character's Power Reserve is getting low. Or he may let the character discover it on his own, when his spells no longer work.

The Guardian Spirit advantage may be regained by undergoing another vision quest.

Learning the Trade

All magic spells are skills (see pp. B82-83). Unless the Guardian Spirit reveals the spell in a vision, characters must learn from a teacher.

Medicine men will share their knowledge only with an apprentice with the

Herbalists, Dreamers, and Shamans

Sioux society has three classes of medicine men. An Indian unsuccessful in his own vision quests may purchase a little power from a successful medicine man (see *Transferring Power*, p. 72). He becomes an *Herbalist*, able to perform only one or two spells. An Herbalist has the *Guardian Spirit* advantage (see p. 29), but he relies primarily on his knowledge of herbs and poultices. Herbalists may continue to quest for a vision to become *Dreamers* in their own rights.

Dreamers are more powerful than herbalists, but are limited in the number of spells they may learn. Dreamers who perform the *Gaze at the Sun Suspended Dance* (see sidebar, p. 72) may become *Shamans*.

Shamans receive their power directly from the Great Spirit, and can perform powerful magic. Their spells are not limited by their Guardian Spirit's sphere of influence, for the Great Spirit has power over all things. In addition to the Guardian Spirit (*Wakan Tanka*) advantage, a Shaman may have the special attention of lesser Guardian Spirits.

Sorcery

Some medicine men become sorcerers, corrupted by jealousy, greed, fear, or hatred. Rarely, a medicine man's Guardian Spirit directs him to kill someone, or forbids him to warn someone destined to die. The medicine man must comply or the spirit may kill him.

When a victim suspects sorcery, he asks a medicine man for diagnosis and a cure. The medicine man may use *Aura*, *Detect Magic*, *Analyze Magic*, or *Divination* to identify the cause. If he discovers the spellcaster's identity, the victim's friends confront the accused. If the sorcerer refuses to lift the curse, the medicine man tries to reverse the spell. The accused sorcerer may swear his innocence with the Sun and the Earth his witness — he will surely be struck down if guilty.

Navajo especially fear witches, who traffic with death and the dead and engage in incest. Witches, often men, can shapeshift into wolves, owls, or other animals. Their most common magic involves a poison concocted from the corpses of children.

The Sun Dance

Almost all Plains Tribes observe some form of the Sun Dance — a complex religious rite celebrating tribal unity and ensuring spiritual favor. The focus of this mid-summer gathering is the "Gazing at the Sun" dances. Warriors may undertake a Sun Dance to fulfill a vow to a Guardian Spirit or to secure supernatural aid (see *The Vision Quest*, p. 68).

Celebrations and preparations precede the Sun Dance. People chosen for their virtue erect the Sun Lodge while shamans prepare each candidate for the dance he will undertake. When the Sun Dance begins, usually on the twelfth day, previous Sun Dancers act as the dancers' "captors." They ceremonially pierce dancers' skin and muscles with wooden skewers. The candidates then begin to dance.

There are four separate dances performed at the same time in the sacred Sun Lodge. Each dance has four stages, with rests between. The character rolls against HT and Will at each stage to avoid crying out or losing consciousness — hence losing honor.

Gaze at the Sun — Dancers must bear the pain of their wounds without a sound, and gaze continually at the sun as they dance. No modifiers to vision quest reaction rolls.

Gaze at the Sun Buffalo — The dancer's skin is usually skewered below each shoulder blade. Heavy thongs secure two or four buffalo skulls to the skewers. These skulls drag on the ground behind the dancer. +1 to vision quest reaction rolls. In addition, HT and Will rolls are at -1 each, with corresponding bonuses to the spirit's reaction roll.

Gaze at the Sun Staked — Two skewers pierce the dancer's back and one each breast. The captor secures the dancer in the center of four upright poles, tying the skewers to the poles with buffalo-hair ropes. The dancer must struggle against these bonds, being careful *not* to break free. +2 to vision quest reaction rolls. HT and Will rolls are at -2 each.

Gaze at the Sun Suspended — This highest form of the Sun Dance requires only two skewers, piercing the breast or back. Heavy buffalo-hair ropes suspend the dancer from the ceremonial Sun Pole. Between stages, assistants lower him so he may rest. +3 to vision quest rolls. HT and Will rolls are at -3 each.

In the fourth stage of the dances, the captives struggle in earnest to tear themselves from their bonds. To do so without help brings great honor. Failure of the Will roll in the final stage means the dancer requires assistance from friends. A warrior who fails his HT roll loses consciousness and a friend must free him.

same Guardian Spirit. The training takes months. The student must learn and observe all the taboos and restrictions the Guardian Spirit requires. Chastity may be mandatory during the training period. The final initiation ceremony often involves ritual scarification and other trials.

Some medicine men are fakes, performing the outward rituals only. They rarely accept apprentices they don't think they can fool, unless the student lacks true power himself.

Transferring Power

If a character does not achieve a vision, he can buy medicine from a medicine man. This usually takes the form of a medicine bundle or a magic shield to aid him in warfare and hunting.

Alternatively, the character may request actual power. The medicine man will seldom refuse, lest people suppose that he's losing his power and has too little to share. The medicine man becomes in a sense the character's Guardian Spirit. From his own Power Reserve, he transfers power to the character, and instructs him in its use. Usually the medicine man grants only a little power, and one or two ceremonies for spell-casting. If he has more than one Guardian Spirit, he chooses which medicine to transfer. A medicine man rarely shares his favorite medicine.

Power transferral works like a vision quest (see p. 68). While the character performs the vigil, the medicine man performs a ceremony to inform his Guardian Spirit that he wishes to transfer some of his power (see *Call Guardian Spirit*, p. 75). He may specify how much power he wishes to transfer, or leave it up to the spirit.

If the character's vision quest is successful, the character gains the medicine man's Guardian Spirit. His Power Reserve has a ST equal to the amount the medicine man sacrifices from his own Power Reserve. On a reaction of Very Good or Excellent, the Guardian Spirit may grant additional power. Even if the vision quest fails, the character experiences a vision at the end of the fourth day

and gains the Guardian Spirit offered. However, his Power Reserve is only *half* the ST sacrificed by the medicine man, and he can only learn the spells his sponsor teaches him.

Making Medicine

All Indian magic is ceremonial, requiring elaborate and time-consuming rituals. Medicine men usually perform their magic alone. In times of dire need, medicine men sharing the same Guardian Spirit may share their Power Reserves as well. Group magic usually takes the form of a community dance — dancers, drummers, and observers contribute "spectator" energy points (see p. B151). In most cases, one medicine man officiates. Other medicine men contribute as spectators.

Visions are vital to Indian magic. Medicine men seek them not only to gain Guardian Spirits but to communicate with the spirit world (see the *Call Guardian Spirit* spell, p. 75). Important matters requiring the advice or aid of the spirits may also send a medicine man in search of a vision.

Magic is fickle, and many taboos and rules surround its use. Magical items, the medicine man, and all his paraphernalia must be protected from grease and menstruating women. Certain Guardian Spirits forbid their wards, on threat of death, to speak of them or of the power they granted. And nearly every Guardian Spirit demands strict observance of dietary restrictions, customs, and vows. Failure to follow the requirements may result in the loss of the Guardian Spirit and its Power Reserve, or in illness or death.

Healing Medicine

Indians believe four different causes of disease. A patient commonly brings disease on himself by violating a taboo or committing some crime; the medicine man identifies the problem and conducts a purifying ceremony. Sometimes the victim has been pierced by a disease-causing object sent by hostile spirits or a sorcerer (see the *Pestilence* spell, p. 77). The medicine man must find and remove the object to cure the disease.

More serious diseases arise when the victim's soul is stolen or lost. In this case, the medicine man must find the soul, free it, and lure it back into the patient. Worst of all, an evil spirit may actually possess the patient. The medicine man must lure or scare the hostile spirit out of the patient's body — often receiving it into his own — and combat it and banish it to the spirit world.

Herbs, sweat baths, and massage supplement healing spells. The rituals and methods used depend on the particular illness or injury and on the dictates of the Guardian Spirit.

Medicine for the Hunt and for Warfare

Before hunting or warring, all participants must purify themselves and ritually prepare for the tasks ahead. Buffalo, Elk, or Deer dreamers may ask their Guardian Spirit to call herds into the area. Wolf Dreamers may request a good hunt. Successful hunters must thank the animals who sacrificed themselves and perform rituals to ensure the animal spirit's rebirth.

War medicine is most commonly performed over the warrior's weapons and shield. A medicine bundle offers protection as well (see sidebar). Medicine men strive to make magic shirts that stop bullets. And the members of every war or raiding party seek the blessings of the spirits.

Special Aid

In times of dire need, an Indian may call his Guardian Spirit for special aid. Some spirits teach their wards a song or ritual for calling them, which adds +6 to the chance of response. Modifiers and results are as for a vision quest (see p.

Medicine Bundles

Many Indians have protective charms: skin bags containing magical items. These "medicine bundles" bring luck and protection, and their contents may be useful in contacting the spirit world. They may be as simple as a bag with a few small stones, a handful of herbs, and a bird's claw. Some are incredibly elaborate, such as one calfskin bag which contained three bear paws, an assortment of skins, furs, and woven pouches (each containing herbs), a bone tube stuffed with small feathers wrapped in eagle skin, whistles, snake skins, an eagle claw, and an animal's eye.

Each bundle is made according to instructions received in a vision. Indians wear these charms around their necks or in their hair, tie them on their horse's mane or tail, or put them on their favorite weapon.

The GM should use medicine bundles creatively. A particularly powerful bundle may bear a permanent ***Bless*** spell which works only under particular circumstances — in the face of certain death, for example. Another may provide a weak version of Luck, usable once per play session.

A medicine man wishing to make a bundle must seek a vision (see the *Call Guardian Spirit* spell, p. 75). The GM sets the effects and costs — in materials and energy — of the medicine bundle.

70). The character's history affects the Guardian Spirit's reaction — any failure in the medicine man's vows and duties should be penalized, and exemplary behavior should be rewarded.

Medicine men rarely call for special aid in any but the gravest matters. Guardian Spirits are fickle and very demanding, usually requiring a Vow to perform some difficult or dangerous task or sacrifice in return for the aid.

Guardian Spirits reveal themselves through visions which may be warnings, prophecies, or revelations. The spirits rarely offer assistance unasked, but often respond when properly approached.

Magical Items

Enchanted weapons, shields, charms, and musical instruments are all part of Indian magic (see sidebar, p. 74). The medicine man crafts and enchants the item at the same time, following a prescribed ritual. A magical design on the item holds the power.

The medicine man must seek a vision from his Guardian Spirit to reveal the magical design and precise ceremony to be used when enchanting an item. The Guardian Spirit provides part of the energy cost in powering an item. The vision also reveals the special care and attention the item requires to retain its power. A shield may need to be hung in a special place, wrapped in a particular covering, or kept away from certain evil influences while not in use. Failure to follow an item's rules destroys its power.

An Indian without a Guardian Spirit-granted design may buy one — usually for a shield or a medicine bundle. If the buyer knows how to make the item, he will do so himself, carefully following the seller's instructions. Otherwise he will ask another to do it. Copying the purchased design onto the finished product requires a DX-2 or Artist roll.

Empowering the copy requires a reaction roll for the spirit which revealed the original design. The copier may gain +1 to the spirit's reaction roll for every 10 Power Reserve points he sacrifices. (Indians with no Guardian Spirit advantage have a -5 to the spirit's reaction roll.) The GM should apply additional modifiers based on the honor and behavior of both the buyer and the seller, their relationship to the Guardian Spirit, and the level of magic in the campaign.

With an Excellent reaction, the copy duplicates the original in Power and abilities. Lesser reactions may produce less powerful copies. A Disastrous reaction causes the loss of the original's enchantments. The GM should not reveal the result — characters will believe in the powers of both items until proven otherwise. Spirits never allow more than a dozen items with the same design and abilities. Any attempt to create a twelfth copy destroys the enchantments of the original and all copies.

Adapting Spells for Indian Magic

The list below gives 21 spells appropriate for Indian magic-wielders.

Players — and the GM, on behalf of the Guardian Spirits — may wish to use spells not on the list, or develop new ones. Any spell closely associated with nature, the elements, and the spirit world may be adapted. The GM should not permit very powerful spells unless the campaign allows spectacular magic.

Keep in mind that all Indian magic is ceremonial. Time to cast should be multiplied by at least 10 times that given in the ***Basic Set*** or ***GURPS Magic*** — minimum time should be 5 minutes. The GM can increase energy costs to limit casting frequency. Adjustments for area, duration, and specific effects can help a spell "feel" like Indian magic. The GM can waive or reduce prerequisites if normally-required spells are not used in the campaign — Guardian Spirits can serve as prerequisites instead.

Enchanted Items

Indians believe many things, such as eagle feathers, wood from the ash tree, and tobacco, are magical. Man-made things retain some of the power of their materials, but require enchantment to become truly powerful.

War Shields, always magical and made only by Dreamers or Shamans, are the most powerful and sought-after items. A good shield is worth a good horse, and should protect its owner from harm in battle. Each shield requires care or the magic won't work — the warrior must use certain war paint designs, take a vow before battle, and store the shield a particular way while not using it.

Lances and bows are also often magical, and may increase a warrior's skill.

Flutes are especially powerful, and only medicine men may make them. They come in many sizes, from a tiny eagle-bone whistle used in the Sun Dance to the "Big Twisted Flute" made by Buffalo Dreamers. These flutes give power in love to a musician who plays music revealed in a vision.

Inspirations and Ideas

For further ideas and inspirations, check out ***The Old Stone Fort*** (a ***GURPS Horror*** adventure involving Indian magic), or any book of Indian tales.

Spell List

The spells listed here may be available to medicine men in the Old West. They are not divided into colleges. Most require considerably longer to cast than their "standard" counterparts in *GURPS Magic*. However, they often have fewer prerequisites.

The following spells from *GURPS Basic Set* are also appropriate, although *Time to cast* should be changed to 5 minutes or more — *Aura* (p. B163), *Detect Magic* (p. B162), *Minor Healing* (p. B162), *Rain* (p. B157), *Sense Foes* (p. B155), and *Sense Life* (p. B155).

The Guardian Spirit advantage (p. 29) is a prerequisite for all Indian medicine. Except in some sacred places, spell-casting is at -5 due to Earth's low mana levels.

Accuracy ***Enchantment***

Makes the subject weapon more likely to hit, by adding to user's effective skill.

Cost: Depends on the bonus. +1: 50. +2: 200. +3: 1,000. Divide cost by 10 if subject is a missile.

Time to cast: See the Enchant spell.

Prerequisite: Enchant.

Banish ***Regular; Resisted by spirit's ST+IQ***

Sends any spirit or soul back to the spirit world. The caster must win a contest between his IQ + spell skill vs. the subject's ST + IQ, with modifiers for the caster's Strong or Weak Will. If the spirit loses, it immediately disappears, and must stay in the spirit world for one month.

Cost: The subject's ST + IQ, divided by 3. The player must state how much personal energy (Fatigue and HT) the character intends to use. If more energy is needed, the GM should roll a reaction for the character's Guardian Spirit. On a Good or better response, the Power Reserve supplies the necessary energy. Otherwise, the character must supply the energy himself, possibly falling unconscious or injuring himself.

Time to cast: 10 minutes.

Prerequisites: Summon Spirit and IQ 13+.

Beast Summoning ***Regular***

As per p. B155, but usually used to call a herd. It draws all creatures of the type specified within a certain area (normally a 10-mile radius). The summoner may choose to call one animal at half normal cost.

Duration: 1 day.

Cost: For each 10 miles of radius affected: 6 to cast; 4 to maintain.

Time to cast: 1 hour for each 10 miles of radius affected.

Prerequisite: Must have a guardian spirit related to the animals called —

Buffalo Dreamers can call buffalo, etc.

Bless ***Regular***

A general spell of protection. Attempts to bless oneself are at -5 to the skill roll.

The Bless spell favorably modifies all the subject's die rolls by 1 point. This lasts until the subject fails some roll (or a foe makes a good roll) and the subject is in some serious danger. Then the blessing averts or reduces the danger — and ends.

The GM decides when the blessing has its final effect, and what form the protection takes. If an arrow is flying toward your heart, a blessing might move it to your arm.

Cost: 8.

Time to cast: 1 hour.

Call Guardian Spirit ***Regular***

This spell allows the caster to contact his Guardian Spirit. He may ask for a vision that gives the answer to a question, advice in an important decision, the ritual for an enchantment, etc.

There are many ways to encourage visions. An Indian with Magical Aptitude may simply ask for a vision, and go to sleep. Some fast, or sit quietly and pray. Others use herbs or drugs, or dance to exhaustion. The GM determines what modifiers (if any) a particular ritual grants; the *Vision Quest* modifiers are a good guide (see p. 70).

A critical success of the spell ensures a vision; a critical failure means the caster fails to contact the spirit.

On a normal failure or success, the GM rolls for the Guardian Spirit's reaction, modified by the number of points by which the character made (or missed) his skill roll. A reaction of Good or better grants a vision or omen. The GM describes the vision; the player must interpret it.

For crucial matters, the medicine man may make a vision quest (see p. 68). He casts the *Call Guardian Spirit* spell on the first day of his vigil. The GM modifies reaction rolls for the spirit's appearance, as above, in addition to all modifiers associated with the vigil.

A medicine man can also call for special aid if his knowledge or power are insufficient, or if he doesn't have the time to properly request a vision. In such a case, *Time to Cast* is only 1 minute, but casting is at -5. Some Guardian Spirits teach their wards a special song with which to call them — this negates the penalty.

The GM should tailor the vision or aid granted to reflect the spirit's mood, the nature of the caster's request, and the level of magic in the campaign.

The character's history also affects the Guardian Spirit's reaction — any failure in the medicine man's vows and duties should be penalized, and exemplary behavior should be rewarded.

Repeated attempts to call a Guardian Spirit in the same day are at -2 for the second attempt, -4 for the third, and so on.

Cost: 8.

Time to cast: 1 hour or more.

Clouds ***Area***

Creates or dispels outdoor cloud cover, as the caster chooses.

Duration: 1 hour, after which normal clouds leave or return unless spell is maintained.

Cost: 1/20 per hex.

Time to cast: 1 hour.

Prerequisite: Guardian Spirit (Sky, Wind, or Thunder).

Curse ***Regular***

Exactly the opposite of Bless. All the subject's rolls are modified unfavorably by 1 point until he scores some notable success despite the bad rolls — GM's decision as to what this is. Then the success somehow turns to ashes, and the curse is ended.

Cost: 3.

Time to cast: 10 minutes.

Death Vision ***Regular***

Subject sees a vision of the future, sometimes a false vision (from a possible future); but it is always chilling. The subject is "stunned" until he makes an IQ roll. Sorcerers sometimes torment enemies with recurring Death Visions.

This spell works similarly to the *Call Guardian Spirit* spell.

The nature of the vision is limited to a future death, but the caster may request a target other than himself.

A medicine man's Guardian Spirit may also send a Death Vision to warn him of a possible deadly hazard.

Duration: 1 second.

Cost: 2.

Time to cast: 15 minutes.

Deflect ***Enchantment***

As per p. B161. Increases passive defense, by up to +5. Used primarily on shields, rarely on clothing.

Cost: Depends on the bonus. +1: 20. +2: 100. +3: 400. +4: 1,600. +5: 4,000. *Time to cast:* See the Enchant spell.

Prerequisites: Enchant.

Enchant (VH) ***Enchantment***

As per pp. B152-153 and B160. The medicine man must know both Enchant and the spell to be put into the item at skill level 15 or higher. He must also seek a vision of the ceremony for enchanting the item (see the *Call Guardian Spirit* spell, above.)

If the Guardian Spirit approves the request, it reveals the ceremony and magical designs. It will *not* reveal the strength of the enchantment — the medicine man won't know how powerful the item is. The magical benefits are up to the Guardian Spirit (and the GM).

On the last day of the enchantment ceremony, the player rolls against his character's *Enchant* skill. The GM rolls for the spirit's reaction, modified as per the *Call Guardian Spirit* spell. On Good or better, the Guardian Spirit empowers the item and negates the low mana penalty when determining the item's Power (see p. B152). On an Excellent reaction, the Guardian Spirit may increase the Power of the item, or add a blessing, etc.

On a reaction of Poor or Bad, the item will be weaker, or the enchantment won't take. A Very Bad or Disastrous reaction may curse the item.

Cost: The energy cost varies with the item and with its magical powers. In general, Indian magic enchants items at 20% of the "standard" energy cost — the Guardian Spirit supplies most of the energy. (These reduced costs are already incorporated into the *Enchantment* spells described here.)

Time to cast: War shields and lances require 10 days to create and enchant. Arrows take one day. For a medicine pouch, the medicine man must find each item specified in the vision — the most powerful items are rare and hard to find. The GM determines the length of all other ceremonies.

Enchanting the item: The GM determines the item's energy cost based on its benefits and strength. Each day, the medicine man contributes energy equal to the total cost divided by the number of days in the ceremony. The total cost of a medicine pouch is divided by the number of items required; the medicine man contributes energy each time he adds an item to the pouch.

Energy contributions cannot be spread out over the course of the day. The medicine man may draw on his Power Reserve to fulfill each day's requirement.

Example: A ceremony to enchant a shield with PD 2 (the *Deflect* spell) requires 10 days and costs 100 points. The medicine man contributes 10 points each day. For a shield with PD 3, the daily cost would be 40.

Prerequisites: A Guardian Spirit with power over the item to be enchanted.

Exorcism ***Regular; Resisted by possessing spirit's IQ***

Drives out any spirits foreign to the subject, ending any possession or control of the subject. Caster must be touching the

subject. The ritual involves blowing tobacco smoke into the ears, nose, and mouth of the patient to drive the spirits out.

Cost: 6.

Time to cast: 3 hours.

Prerequisites: Summon Spirit

Fortify ***Enchantment***

As per p. B161, except used primarily on shields and rarely on clothing. Increases DR by up to +5.

Cost: Depends on the bonus and the item. For clothing — +1: 10. +2: 40. +3: 160. +4: 600. +5: 1,600. For shields — +1: 20. +2: 100. +3: 400. +4: 1,600. +5: 4,000.

Time to cast: See the Enchant spell.

Prerequisites: Enchant.

Lightning ***Missile***

As per p. B158, except the lightning comes from the sky. The second roll (to hit a specific target) is a reaction roll for the caster's Guardian Spirit, rather than a check of the caster's DX. An Excellent or Very Good reaction means the target is hit. The bolt does 3d-3 damage. A Good, Neutral, or Poor reaction produces a lightning display but no damage. A Bad reaction (or worse) may mean the lightning strikes the caster!

Cost: 2 to 6; for every 2 points of energy, modify Thunder's reaction roll by +1.

Time to cast: 10 minutes.

Prerequisite: Guardian Spirit (Thunder).

Pestilence ***Regular***

Infects the subject with a loathsome plague (caster's choice; the GM may veto an inappropriate selection) by sending a spirit to attack the subject, stealing the subject's soul, or penetrating the subject with a disease-causing object (again, caster's choice). The effects are not immediate, but the disease will take its normal course.

Duration: Permanent until cured.

Cost: 6.

Time to cast: 30 minutes.

Prerequisites: Minor Healing.

Power Weapon (Puissance) ***Enchantment***

As per p. B160. Increases a weapon's basic damage.

Cost: Depends on the bonus. +1: 50. +2: 200. +3: 1,000. Divide cost by 10 if subject is a missile — few medicine men enchant anything but arrows.

Time to cast: See the Enchant spell.

Prerequisites: Enchant.

Predict Weather ***Information***

As per p. B157.

Cost: As per p. B157.

Time to cast: 1 minute per day forecast.

Prerequisites: Guardian Spirit (Sky, Wind, or Thunder).

Remove Curse ***Regular; Resisted by Curse spell***

Nullifies any Curse. If for any reason the skill level of the subject spell is unknown, the GM's assessment is final. Overcoming the Curse spell by 5 or more points turns it back on its caster.

Duration: Permanent.

Cost: 10.

Time to cast: 10 hours.

Prerequisites: Bless.

Remove Pestilent Object ***Regular***

This spell cures any disease caused by a pestilent object. The caster can remove the object without making any incisions, usually by sucking. A successful cast cures the disease completely — assuming such an object was the cause. The medicine man may inflict the pestilence on its originator; roll a Quick Contest between his Remove Pestilent Object spell and the sorcerer's Pestilence spell. Success by five points or more transfers the pestilent object to the original caster. On a critical failure the object afflicts the medicine man.

A medicine man cannot cast this spell on himself.

Duration: Permanent.

Cost: 8.

Time to cast: 2 hours.

Prerequisites: Minor Healing.

Resist Fire ***Regular***

As per p. B159. Thunder Dreamers use this immunity to heat to keep their vows, which forbid the use of utensils no matter how hot the food.

Duration: 10 minutes.

Cost: 4 to cast, 2 to maintain. Works on caster only.

Time to cast: 1 minute.

Prerequisites: Guardian Spirit with power over fire.

Seeker ***Information***

As per p. B163. On a successful casting, the caster's Guardian Spirit sends a vision to reveal the item's whereabouts.

Cost: 3. One try per week.

Time to cast: 1 hour.

Prerequisites: A Guardian Spirit with influence over vision or knowledge.

Summon Spirit ***Information; Resisted by spirit's IQ***

Lets the caster talk with a dead person or animal, or to a non-human spirit. The subject resists at -5 if he was a friend of the caster in life. If the spell succeeds, the subject answers one question to the best of his knowledge (GM's decision), and one more for every minute he remains. Spirit animals speak in a language the medicine man can understand. This spell may also lure a stolen or lost soul back into an ill person.

In the case of human souls, the caster must be with the patient or at the site of the person's death, and must know the person whose soul he is summoning. In the case of an animal spirit, the death must be within one day and the caster must have some part of the animal's body.

Duration: 1 minute.

Cost: 6/4.

Time to cast: 2 hours.

Prerequisites: Death Vision.

5 GUNFIGHTING

Showdown or shootout, shot in the dark or shot in the back, gun battles end lives and expand the frontier. *Showdowns* presents rules for the Fast-Draw skill when two gunmen face each down. *Shootouts* pulls together the rules necessary for multi-character gunfights, with some additional modifiers for typical Western situations. The rest of this chapter is devoted to the weapons themselves.

Showdowns

The showdown at high noon is far more common in fiction than in real life. Differences of opinion are more likely to be settled with fists or wild shots. But when two shootists square off, the Fast-Draw skill takes on special meaning.

Draw!

When two gunslingers Fast-Draw at the same time, use a Quick Contest (p. B87) to determine who shoots first. Weapon type, holster type, and weapon location modify the skill rolls (see pp. 79-80). A tie means simultaneous shots.

A failed Fast-Draw roll means that the weapon is readied normally — nothing else may be done that turn. Critical failure results in a dropped or prematurely discharged weapon.

Fast-drawing a gun and firing immediately is a Snap Shot (p. B115). Unless the effective weapon skill is greater than the SS number, the shot is at -4.

Results of Injury

In a fast-draw showdown, injuries take effect immediately, rather than at the start of the next turn. A wound that causes knockdown, stunning, unconsciousness, or cripples the weapon arm prevents any return fire. A normal wound penalizes any return fire by the amount of damage done. Double the penalty of a wound to the weapon arm. These effects occur *before* the loser gets to shoot, but *after* each gunman fires if shots are simultaneous. The effects last at least through the next turn.

Weapon Type

Characters must specify weapon type *and model* when learning the Fast-Draw skill. Fast-Drawing another model of the same type of weapon is at -2.

The weapon's length, weight, and design also modify the Fast-Draw skill. For each Snap Shot (p. B115) point below 11, apply +1 to Fast-Draw. For each SS point above 11, apply -1. (This may be calculated as Fast-Draw + 11 - SS.) The GM may allow modifiers for custom-made weapons with unusual barrel lengths or filed-down sights.

Weapon Location

Characters must also specify weapon location when learning Fast-Draw. Drawing from an unfamiliar location is at -2.

The first modifier in the table applies to standing shooters, the second to sitting or riding. Side of Body refers to weapon location with respect to drawing hand.

Gunfighting in the Realistic Campaign

Jesse James once emptied his revolver at an unarmed bank teller, at close range, without a single hit. Western history teems with gunfights with as many as 50 shots fired before a bullet finds its mark. In realistic campaigns, the GM should be generous with penalties for Speed, Range, vision, and adverse conditions.

Holster Type

Holster type affects the Fast-Draw skill. The most common are detailed below. Greasing a holster or pocket adds +1 to Fast-Draw but -1 to Guns skill (grease gets on the grip). The GM may apply modifiers for innovative ways of wearing any weapon. Shoulder holsters are not good for fast-draws, but are useful for back-up weapons.

Pocket: Guns may be pocketed or tucked into trousers or belts. This is especially true before the Civil War, and of any holdout weapon. Drawing from a pocket gives a -4 to Fast-Draw, unless the pocket is leather-lined. Drawing from the waistband or belt is at -1.

Flap Holster: The military uses a flap holster, which protects the gun well but is slow on the draw. It's usually worn high and opposite the weapon hand. -2 to Fast-Draw.

The Mexican or Kansas Loop Holster: The Mexican and Kansas loop holsters became popular in the mid-1870s. They are made from a single piece of durable leather. +1 to Fast-Draw.

Slim Jim Holster: The Slim Jim, a piece of leather molded around the gun and sewn up the rear, became popular after the Civil War. It's similar to modern police holsters. The Slim Jim is most often worn high, on either side. No modifier.

Swivel Rig: This holster, open at the bottom and attached to the belt with a pin, allows firing from the hip without drawing. +4 to Fast-Draw, but -2 to Guns skill.

Wrist Spring Holster: This is only for stingy pistols or knives. The weapon is spring-loaded up the sleeve: +4 to Fast-Draw, but a 14 or higher is a critical failure.

Hollywood Fast-Draw Rig: Worn on a low-slung belt and tied to the thigh with a leather strap. The Hollywood rig is not historical — movie directors developed it — but it works. +2 to Fast-Draw.

Location	*Side of Body*	*Modifier*
High, on the belt[1]	opposite	+2 standing; +1 sitting
High, on the belt[2]	same	no modifier
Low, on the hip[3, 4]	same	+1 standing; -2 sitting
In a boot	either	-5 standing; -2 sitting
Shoulder holster	either	-1/-1
In a sleeve[5]	either	-
In the collar, back of the neck	either	-1/-1
Trousers, small of the back	either	-2/-3

Obviously, not all weapons can be worn in all positions. Use common sense.

Notes:

1. In this location, an opponent in a front hex may grab the character's gun first by winning the Fast-Draw Quick Contest by 5 or more points.
2. Swivel rigs must be worn this way.
3. A holster or scabbard is required to wear a weapon here.
4. This is the only way to wear a Hollywood rig.
5. A wrist spring rig must be worn this way.

Special Situations

Various other factors affect Fast-Draw. Allowing an opponent to draw first gives -6. Fast-Drawing from a prone position is at -4. Not facing the target requires a Change of Facing and Fast-Draw at -6. Having a hand already on the weapon adds +4. And for every point of unhealed damage on the weapon arm, Fast-Draw is at -2.

Double Fast-Draw

A gunslinger wearing two hip-holstered pistols can try to Fast-Draw them both at the same time. There is a -1 to each Fast-Draw roll, and a -2 to each Guns roll to hit the target. With two *different* targets, the penalty is -6 for each Guns roll. Finally, there's the -4 penalty for the off hand, unless the character is ambidextrous!

Careful Shots

A shootist with cool nerves may aim after he draws. This can win the fight if the foe shoots wildly — if not . . .

One-Sided Fast-Draws

To outdraw someone with a ready weapon, an attacker must win a Quick Contest of Fast-Draw -10 vs. the opponent's DX. A shootist who is already *aiming* gets +5 to DX. The winner shoots first. A tie results in simultaneous shots.

Shootouts

Realistically, gunfights involve a lot of waiting as opponents try to out-guess and out-maneuver one another. The gunfight at the O.K. Corral lasts about 30 seconds, with adversaries close enough to forego aiming. More typical gunfights take from 15 to 20 minutes — up to 1,200 turns.

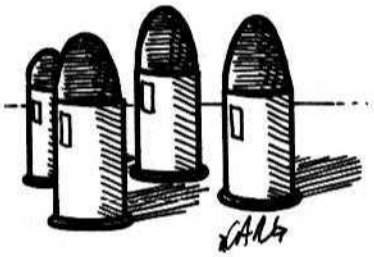
GMs should encourage "opportunity" actions (see sidebars, pp. B118-119) and should not skimp on Long Actions. Skipping over a number of turns while fighters continue what they're doing can greatly speed shootouts.

Players should familiarize themselves with the Ranged Weapons section of the Advanced Combat rules (pp. B114-121). The following tables are vital: Size

Rapid Firing

Fanning: Single-action revolvers may be fired rapidly by fanning. The weapon is held with the trigger back. The other hand repeatedly strikes the hammer, cocking an releasing it to fire the weapon. Fanning is Physical/Easy, defaulting to Guns-4 or DX-6. Fanning halves Acc and doubles Snap Shot penalties. A revolver can be fired three times per second. Some gunslingers wire their triggers back to make fanning easier (+1 to Fanning roll). Fanning a double-action revolver makes no appreciable difference in RoF.

Slipping the Hammer: This is a one-handed technique for rapid fire. The weapon is held with the trigger pressed back. The thumb pulls the hammer back to full cock, then releases it to fire. A good slip-hammer shooter can fire twice per second. Slipping the Hammer is a Physical/Easy skill and defaults to Guns-2 or DX-5. Filing the hammer (Armoury skill) to slide easily out from under the thumb adds +1.



Multiple Shots

This order-of-fire within a turn applies only in Showdown situations.

When opponents' weapons fire multiple shots each turn, break the turn into quarters and use the following chart to decide which shots take effect first. On the first shot, the winner of the Fast-Draw Quick Contest goes first.

1 shot per turn	x	—	—	—
2 shots per turn	x	—	x	—
3 shots per turn	x	x	—	x

For example, if you fire twice per turn, and your foe fires three times, your second shot comes after his second shot and before his third. Remember the Recoil penalties for multiple shots.

and Speed/Range Table, p. B201; Ranged Attack Modifiers, p. B201; Firearm Critical Miss Table, p. B202; Parts of the Body, p. B203. The Advanced Combat rules allow a variety of special actions, such as Pop-Up Attacks (p. B116) and Opportunity Fire (p. B118). They also detail Adverse Combat Conditions: Hit Penalties (p. B98) and Cover and Concealment modifiers (p. B118) essential for classic Western shootouts. The use of miniatures for Advanced Combat is highly recommended.

Order of Events in Shootouts

Characters may act in order of descending Move scores, or play may move clockwise around the table (see *Turn Sequence*, p. B95). If the GM has no pre-set turn sequence for the NPCs, he may move one after each player, until all have acted.

Tricks

Players will come up with all sorts of dirty tricks, from the old "Watch out behind you!" to a hat in the face. The GM decides what, if any, effects a trick has. Keep in mind that tricks can backfire against experienced gunmen. See sidebar, p. B123.

Surprise Attacks and Initiative: When the PCs surprise a group of adversaries, or vice versa, the surprised party may not be able to react immediately. See pp. B122-123.

Attack from Above: Ambush from above is a good surprise tactic. See p. B124.

Aiming at Muzzle Flashes: This is a special situation for Opportunity Fire. The gunman waits until he sees the muzzle flash of an opponent's gun, then fires at that spot. Penalties are as for Opportunity Fire (remember Speed and Range modifiers, as well), with an additional -5 to -9 to skill. Aiming at specific body parts is not allowed.

Shooting Through Walls and Floors: Penalties are as for Shooting Blind (see sidebar, p. B115). Any solid object between the gun and the target provides some measure of DR. Refer to the table on p. B125 for DRs of wooden slabs and brick or stone walls.

Armor: Gunfighters may try concealed armor made from scratch (like Clint Eastwood in *A Fistful of Dollars*). The GM must assign the PD and DR, but he shouldn't reveal them to the players until the armor is tested.

Mounted Combat

The mounted combat rules on pp. B135-137 assume that riders are in saddles with stirrups, but characters may find themselves in less than ideal conditions.

One-handed Weapons: Any one-handed weapon, such as a saber, tomahawk, or spear, can be thrust or swung from horseback. If the mount's speed relative to the foe is greater than 5, assess -2 to hit but +2 to damage. Apply -2 to damage when fighting from horseback without stirrups. Critical failure to hit while mounted requires a Riding roll to stay on the horse, in addition to any other result.

Lances: The lances on pp. B136 and B206 are the heavy medieval variety. Indian lances are 6 to 7 feet long. They are always thrust from under the arm, never hurled or used overarm. When fighting bareback, treat a lance as a spear, for thrusting only — the mount's ST doesn't affect the combat. Mexican cavalry lances are lighter and less than 12 feet long. A wrist loop lets the lancer retrieve the lance from a target. Mexican lances do thrust+1 damage, based on the *horse's* ST (see p. B136). Lances can become stuck (see sidebar, p. B96): roll against ST. The wrist loop adds +3. Critical failure requires a Riding or a Lance skill roll (whichever is lower) to avoid being dragged off the horse.

Ranged Weapons: Firing from horseback modifies the chance to hit based on the horse's effective Move: the Speed/Range Table (p. B201) determines the penalty. A galloping horse's Move is usually 12, for a -5 to the rider's weapon skill — in addition to any modifier for the target's speed and range. At the GM's discretion, a successful Riding roll may reduce or eliminate the penalty.

Falling Off: When falling from a horse, roll against Riding or Equestrian Acrobatics to determine the severity.

Success indicates a non-dangerous fall — roll vs. HT to avoid 1 point of damage in bruises and scrapes. (Critical failure indicates the rider has his breath knocked out and is Stunned for 2d turns.)

Failure indicates the rider takes some damage — 2d-8 damage on sand, snow, or in mud; 2d-4 on normal hard ground; 2d-2 on stony or rocky ground. Use the *Hit Location from a Fall* table (p. B131) if desired. A successful *Acrobatics* or *Equestrian Acrobatics* roll reduces damage by 50%; a critical success results in a non-dangerous fall.

Critical failure means the rider's foot is caught in stirrup. Damage is taken as for a 2 yard fall. A DX, *Riding*, or *Acrobatics* roll to free the foot may be attempted each turn. Failure results in 1 point of damage for each 3 hexes of speed. Critical failure should be treated as a trample attack (p. B142).

Maneuvers

The maneuvers commonly used during classic shootouts include Aim, Long Action (reloading weapons, etc.), Move, and Attacking with a Ranged Weapon. Close Combat is also possible.

The confusion in a shootout renders the split-second timing of the Fast-Draw skill less important than for showdowns. In a gunfight with multiple opponents, the Fast-Draw skill works normally, allowing the shootist to ready a weapon in essentially no time. Turn sequence is calculated normally, rather than by a Quick Contest of the Fast-Draw skill, and injuries take effect at the beginning of the next turn.

Gunfire

Apply the following modifiers to any attempt to shoot:

Target Size: Man-sized targets have no size modifier. Horses head-or tail-on have no modifier; a side view gives +1 to hit. Use the *Linear Measurement* and *Size* columns of the *Size and Speed/Range Table* (p. B201) for larger or smaller targets.

Target Speed and Range: Consult the *Size and Speed/Range Table* to determine modifiers based on the target's speed and range. Remember the weapon's ½D and Max range stats as well (see p. B115).

Cover and Concealment: Use the list on p. B118 to determine cover modifiers. For situations especially appropriate to Western shootouts, see below.

Adverse Combat Conditions: See the sidebar on p. B98.

Attacker's situation: Firing from above or below the target, or while moving, modifies effective skill. Firing through an occupied hex may result in hitting the wrong target. Pop-up attacks and Opportunity Fire also bear special penalties. See pp. B116-118.

Snap Shot penalties: If the character fires without aiming, compare the adjusted skill (including the above modifiers) to the weapon's SS number. If the shooter's adjusted skill is less than the weapon's SS number, the "to hit" roll is at an additional -4.

Recoil penalties: Any subsequent shot fired without waiting at least one turn has a recoil penalty. These penalties increase with each shot, until the gun remains unfired for one turn.

Aiming: Aiming for at least one turn eliminates the Snap Shot and recoil penalties and brings the weapon's Accuracy bonus into play. See p. B116.

Cover and Concealment

Horses as Cover: Hiding behind a horse's shoulder leaves only the head exposed. The hindquarters expose head and shoulders. Any other part of the horse exposes the legs. Firing around the horse counts as a Pop-Up Attack.

Roll on the NPC Reaction Table (p. B205) to determine the horse's reaction to this treatment. The character may attempt an Animal Handling or Horsemanship roll if no other action is taken. Success adds +1 to the horse's reaction; critical success adds +2. Critical failure spooks the horse. Very Good or Excellent indicates the horse stays where it is, or moves at the character's instruction. On a reaction of Bad, the horse tries to leave. On a reaction of Very Bad, the horse panics.

Using a moving horse as cover requires either an Equestrian Acrobatics roll, or both an Animal Handling and DX roll. Failure results in loss of cover. Critical failure results in an accident.

Smoke: Black powder makes plenty of white smoke. With each shot, the GM may assess a cumulative -1 penalty to the next shot, due to impaired vision — until wind, time, or the gunman's movement disperse the smoke. Reduce the penalty by 1 for each turn without gunfire. Fighters may time their movements to take advantage of the "smoke screen."

Dust: Thundering hooves and flying bullets kick up a lot of dust — sometimes enough to allow a hard-pressed gang to escape. GMs may apply negative modifiers (-1 to -9) to vision based on the dust in the air.

Bullet and Arrow Damage

Bullets and arrows do triple damage to vital organs. There is no damage bonus when hitting a foe's arms, legs, hands, or feet. Non-vital bullet hits to the torso increase damage by 50%. Non-vital arrow hits to the torso double damage.

Weapons

Generally, firearms before the Civil War require the Black Powder Weapons skill; later weapons require the Guns skill. All muzzleloaders (ML) and cap-and-ball (CB) weapons are covered by the Black Powder Weapons skill. The Guns skill applies to any firearm that takes metal cartridges, including the later breech-loading long arms, magazine rifles, Smith and Wesson revolvers (SW), and Colt cartridge revolvers (CR).

Smoothbore weapons — muskets and shotguns, for example — are relatively easy to make, clean, and repair. Rifled weapons have spiral grooves in the barrel which spin the ball for a longer, more accurate flight. Carbines are the cavalry models of longarms. Their shorter barrels make them easier to fire from horseback.

Black powder is the only gunpowder available until the very end of the century. It's commonly used as an explosive as well (see sidebar, p. 84).

The well-equipped gunner has a powder horn, cap pouch, and bullet bag; a cap pouch and over-the-shoulder cartridge box containing 40 cartridges; or a cartridge belt with 50 cartridges.

Loading Black Powder Weapons

Loading a smoothbore with powder and ball takes 45 seconds standing, 55 sitting or kneeling. Paper cartridge loading takes 20 sec-

onds standing and 35 sitting or kneeling. Loading on horseback requires an additional roll against Riding skill-3; time is as for sitting.

Loading a rifled weapon with loose powder, ball, and greased patches takes 40 seconds; without patching, 60 seconds; cartridges take 30 seconds.

Loading a flintlock with a paper cartridge takes 20 seconds. A rifled weapon requires 30 seconds. A percussion weapon loads in 15 seconds.

Taking three times as long to load the gun carefully adds +1 to effective skill. Speed-Load (Black Powder Weapons) reduces time by 10%. A failure adds 10% to normal loading time. A critical failure drops or damages the ammunition or jams the gun.

Firearms in Melee

Fighters may have to strike or parry with their guns. Critical failure indicates a damaged or discharged weapon (GM's choice). A damaged weapon can not be fired until repaired. Roll a die to determine the direction of a discharged shot. Use the rules for hitting the wrong target (pp. B117-118), *beginning with the shooter.* No dodge is allowed.

Pistols: Use the Blackjack skill for damage equal to Thr, or the Mace skill for Sw. A weapon over 2 lbs. adds +1 to damage; over 4 lbs. adds +2. Knuckledusters are the only stingy pistols useful in melee; see p. 87.

Long arms: Use the Staff or Mace skill for muskets and rifles without bayonets. Weapons between 4 and 8 lbs. do Sw +2 damage; heavier ones do Sw +3. Use the Spear skill for bayonets.

Ammunition

Fifteen lead balls or cartridges weigh about a pound. A pound of black powder provides 100 charges. 7-10 cartridges make a handful.

Powder and shot: Flintlocks use black powder and lead balls. To ensure high velocity, balls must fit tightly and be forced down the barrel with a ramrod. Rifled barrels require tighter fits and either greased wadding or much hammering.

Paper cartridges: Paper cartridges with pre-measured powder and a lead ball make loading easier. The gunner tears open the cartridge, pours the powder into the barrel, and uses the paper as wadding.

Cap and ball: Percussion weapons have caplocks. Loose powder and a ball are loaded into the muzzle or, with a revolver, directly into the chamber. A percussion cap goes over a nipple under the hammer and ignites the powder when struck.

Shot: A shotgun's "gauge" is the number of lead balls, equal to the barrel's diameter, that add up to one pound in weight — the gun may be loaded with anything this size or smaller. Small pellets are called birdshot. Buckshot is for larger game.

Pinfire cartridges: These cartridges are introduced in 1836. The cartridge case is usually paper, but a metal head holds the primer. When the trigger is pulled, a small pin at the base of the shell crashes into the cartridge, firing the charge. Loading requires exact pin placement.

Rimfire cartridges: Introduced in 1857, the rimfire case head has a small projecting rim containing priming powder. Impact on the rim fires the charge. Smith and Wesson's Model 1 pistol and the famous Henry repeater use rimfire cartridges.

*Centerfire cartridges:*The centerfire cartridge, first used in 1861, stores primer in the center of its metal case head. Spent cartridges can be reloaded after use. Most weapons in the last quarter of the century fire these.

Explosives

Anything less than 3 yards from an explosion takes full damage — quarter damage at a distance of 3-4 yards (round down). Fragments may cause additional damage within a radius of 5 yards × the dice of damage of the explosion, to a maximum of 250 yards. Everything within range receives fragmentation damage equal to the damage at the site of the explosion. There is no active defense against fragments, although passive defense still applies. Subtract 1 point of damage for each hex of distance from the explosion.

Black powder is a common explosive through most of the 19th century. One pound does 6d damage.

Nitroglycerine is invented in 1846. A jarred vial of nitro explodes on a 12 or higher. Only a 3 or 4 prevents explosion if the nitroglycerine is exposed to fire. Eight ounces does 3d×3 damage.

Dynamite is invented in 1866. Impact or fire does not make it explode. Old dynamite "sweats," oozing its nitroglycerine. The GM decides what die roll will set off old dynamite if it is jarred. It can also be detonated normally. Fuses are used to ignite dynamite. Electrical ignition is available after 1870. It takes a turn to cap or fuse a stick, and a turn to light the fuse. Wire or fuses can be run 1 yard per turn. It takes 2 seconds to hook the wire into an electrical detonator, 1 second to charge the detonator, and 1 second to push or turn the plunger. Quick fuse burns at 2 yards per second; slow fuse takes 5 seconds to burn one *inch.*

A stick of dynamite does 5d-2 damage, a half stick does 3d. Electrical blasting caps do 1d-2 by themselves, with a minimum of 1 hit.

Use of Explosives. The Demolition skill (p. B65) is required to use explosives safely — this skill is especially important when throwing dynamite. A short fuse may kill the thrower, while a long one will let the target get away or even throw it back. Thrown nitroglycerine explodes on impact, but on a critical miss the thrower and anyone nearby is blown to pieces instead.

The sale and transport of nitroglycerine and dynamite was prohibited in various parts of the country through the 1870s. Of course, black markets thrived. Men bought in Mexico or Canada and sold at a high profit to mining camps, railroad projects, and quarries.

For GMs wishing more detail, ***GURPS High-Tech*** devotes a chapter to explosives.

Weapon Descriptions

The following weapons are examples of those available in the Old West. For weapon stats, see the *Weapon Table*, pp. 88-90. For more information and detailed rules on these and other weapons of the period, see ***GURPS High-Tech.***

Muzzle-Loading Long Arms

Muzzle-loading (ML) flintlocks were the primary weapons of the early 19th century. They misload, misfire, and jam. Caplocks superseded flintlocks by the 1830s, but a few stubborn shooters keep to flint.

Indian Musket, .58

The fur companies trade Indian muskets — also called "trade" guns — for furs and other goods until after 1850. The barrels range from 30 to 42 inches. The Indian musket is used through the 1800s.

Kentucky Rifle, .45

Early pioneers favor this long-barreled, light, and accurate rifle, also known as the American rifle. The stocks are often made of curly maple. Some Kentucky rifles are used in the Civil War. They cannot take a bayonet, and are not sturdy enough to use as a club or staff (1/3 chance of breaking).

Plains Rifle, .50

By the mid 1820s, percussion, or caplock, Plains rifles — also known as Mountain rifles — replace earlier flintlocks. With heavy barrels 28 to 38 inches long, they can bring down the grizzly and the buffalo. The Hawken brothers of St. Louis make the best.

Enfield .577 and Springfield .58

The British Enfield is a common Confederate weapon. The Springfield .58, standard issue for Union soldiers, is so similar that ammunition is interchangeable. These single-shot muzzle-loading rifles have percussion locks. The Enfield has a 39-inch barrel and brass mountings. The Springfield has a 40-inch barrel and iron mountings. Either may take an 18-inch bayonet.

Breech-Loading Long Arms

The first breech-loaders (BL) appear around 1850. They can be loaded while sitting or kneeling as easily as standing.

Breech-loading weapons can be loaded in 4-6 seconds. Paper cartridge breech-loaders load in 6 seconds. Metal cartridge breech-loaders load in 4.

Sharps Rifle, .52

This caplock rifle takes paper cartridges; the trigger guard opens and closes the breechblock. Metal cartridge Sharps are available from 1867 — Malf crit; Dmg 5d; SS 15; Acc 7; ½D 700; Max 2,100; Wt 9; RoF 1/L; Shots 1; Ld BL; ST 11; Rcl -2.

Sharps Carbine, .52

The Sharps carbine is a shorter-barreled version of the rifle. In 1859, a metal cartridge model becomes available — Malf crit; DMG 5d; SS 13; Acc 8; ½D 400; Max 2,000; Wt 6.5; RoF 1/L; Shots 1; Ld BL; ST 10; Rcl -2.

The 1859 Sharps Coffee Mill carbine has a coffee grinder with a detachable crank in the stock. Coffee beans go in a hole on the top of the stock and ground coffee comes out a slot on the side.

Springfield Trapdoor, .45-70.

The Army uses this single-shot breechloader throughout the Indian wars. The cavalry uses Springfield carbines beginning in 1870. Stats are as for the .45-70 except SS 13; Acc 7; ½D 400; Max 1,900; Wt 7.

An earlier version of the Springfield is .50-70 caliber. Use the same stats as the .45-70 except Acc 7; ½D 600; Max 1,900. The .50-70 is a popular civilian caliber — the government sells them as surplus for $2.

Sharps Big 50, .50-90

The Sharps Big 50 is the favorite of affluent buffalo hunters. Others favor the Springfield .50-70 (see above).

Magazine Rifles

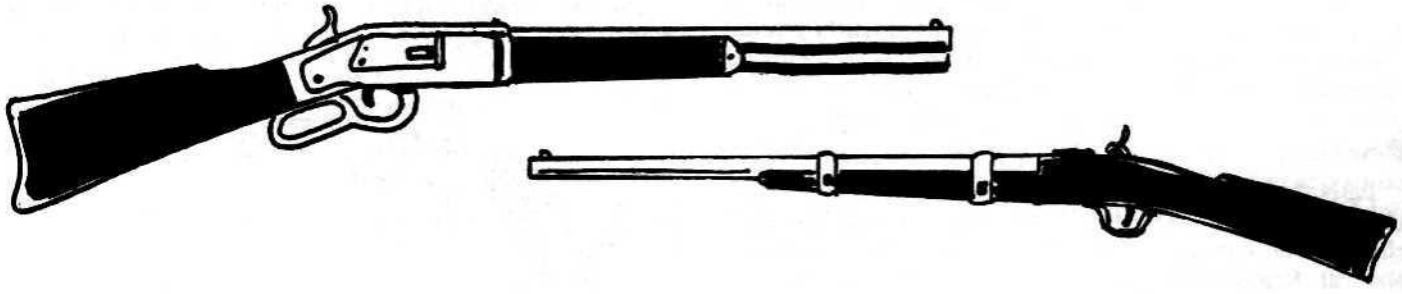
Most repeating rifles have magazines that can hold multiple cartridges. Tube magazines are inserted into the stock. The spring-loaded door in the side of the Winchester's (Win) built-in magazine requires one second per round to load.

Henry, .44

The popular Henry repeater uses .44-caliber rimfire cartridges. Trigger-guard lever action ejects spent casings, chambers a fresh round, and cocks the gun. The magazine is pulled out and loaded from the front. It takes two seconds to pull out, one per round to load, and one to close. Wells Fargo issued Henrys to some of its stagecoach guards, including engraved models presented to heroic employees. If dropped or used as a club the Henry has 1/3 chance of breaking.

Spencer Carbine, .56

The Spencer fires metal cartridges; it takes six seconds to insert a loaded magazine into the stock. Loading a magazine takes two seconds to open the magazine, one second per round inserted and two seconds to close. Working the lever-action trigger guard when firing ejects the spent cartridge and chambers a new round. The side hammer must then be cocked. As many as



200,000 Spencer rifles and carbines were used in the Civil War. By 1869 the Winchester superseded the Spencer.

Winchester WD, .44-40

Available in rifle and carbine, the Winchester is stronger than its predecessor, the Henry. Rifle magazine capacity is 17+1, carbine 13+1. The '66 can be topped up at any time, even with a round in the chamber. It is produced through 1898.

Winchester '73, .44-40

This is Winchester's most popular rifle; more than half a million sold by 1900. Originally .44-40, later versions take the .38-40 cartridge (3d-2, after 1880) and .32-20 (2d, in 1882) The '73 is available in many barrel lengths, with capacities from 17+1 to 6+1.

Winchester '76, .45

In 1876, Winchester sells a larger version of the '73. It's available in several barrel lengths and magazine capacities from 6+1 to 13+1.

Shotguns

Shotguns are designed for hunting. These smoothbore guns take small pellets for birds and small game, or single balls or buckshot for deer and other large game. By 1830, most are muzzle-loading percussion guns, though breechloaders are also available. Hammerless double-barreled shotguns — much like modern shotguns — appear by the 1870s. Stagecoach guards and emigrants prefer shotguns; the shot spreads out, compensating for poor aim caused by lurching vehicles.

Single-barreled weapons have a RoF of 1/L, while double-barreled weapons have a RoF of 2/L. Firing both barrels simultaneously avoids the Rcl modifier: this increases the ST of the weapon by 25% and the Rcl by 50%, rounded up. The gauge determines the Damage (Dmg), Recoil (Rcl) and minimum strength (ST):

Type	*Dmg*	*Rcl.*	*ST*
8-gauge:	5d+2	-5	15
10-gauge:	5d	-4	14
12-gauge:	4d	-3	13
16-gauge:	3d	-3	12
20-gauge:	3d-2	-3	11

Shotgun

The stats given on the *Weapon Table* are for a typical percussion lock muzzle-loading shotgun.

Break-Open Shotgun

The stats given on the *Weapon Table* are for a typical cartridge-firing breech-loading shotgun.

Muzzle-Loading Pistols

At the start of the 19th century, most pistols are flintlock one-shot muzzle-loaders. Many of them, converted to percussion locks, see use in the Civil War. Use the stats for Flintlock Pistol, .51, or Wogdon Pistol, .45, on p. B208.

Revolvers

Early "cap and ball" (CB) revolvers use percussion caps, black powder, and lead balls. It takes 10 seconds to load each chamber with a paper cartridge or 15 seconds with loose powder and ball. Replacing a cylinder with a pre-loaded one takes 30 seconds, although not all models allow this. Placing a cap requires one turn per chamber. Carrying out any of these actions while performing other actions requires a skill roll. Characters cannot load loose powder and ball while performing any other action.

Loading Colt metal cartridge (CR) revolvers takes up to 14 seconds: one to open the gun, two per chamber to eject the cartridge and load a round, and one to close the chamber. The Smith & Wesson loading system (SW) takes nine seconds for a six-shooter — one second to open the gun, one to empty all the cartridges, one per round inserted, and one to close.

LeMat revolvers (LeM) have two separate loading systems. The revolver part of the 1856 version is like a Colt cap and ball revolver (CB), while the shotgun is a breech-loader. In the 1875 model, the shotgun is as a breech-loader, but the revolver uses the Colt metal cartridge (CR) revolver loading system. It takes one second to switch the trigger from revolver to shotgun or back.

Most revolvers in the Old West are single-action pieces — the hammer must be cocked prior to every shot. This rotates the cylinder, bringing a fresh round under the hammer. Double-action weapons draw the hammer back, rotate the cylinder, and release the hammer with one pull on the trigger. 19th century double-action weapons have stiff triggers, and are -2 to effective skill.

Few revolvers in the Old West have safety catches. Careful gunmen carry their weapons with the hammer down on an empty chamber.

Pepperbox

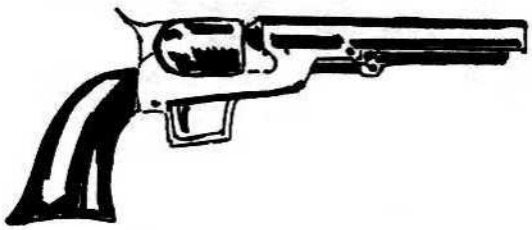
These short multi-barreled weapons (some fire directly from the cylinders) are popular with gamblers and rivermen. Their five, six, or seven barrels may rotate or are stationary with a rotating firing pin. Pepperboxes are inaccurate beyond a few feet, but are ideal for holdups or settling disputes across a card table. A malfunction may spread the flash to the other barrels, causing a hail of bullets.

Colt, Dragoon, .44

The power of this 14-inch handgun approaches that of military rifles. Some models have a detachable wooden stock. This costs 50% more; Acc is +2 with the stock. The Dragoon was manufactured until 1860 and was widely imitated in the Confederacy.

Colt, Navy, .36

The 1851 model is the most popular. Confederates like the Navy; Union soldiers prefer the heavier .44 Army model.



LeMat, .42

These "grapeshot pistols" are a combination revolver and scattergun. The revolver holds nine shots. Below the revolver barrel is a breech-loading .60-caliber (18-gauge) smoothbore scattergun. A switch moves the hammer to one or the other. The over-all length is about 14 inches.

The LeMat isn't readily available until 1860. The early cap and ball version, produced through 1865, is popular with Confederates. Stats of a later metal cartridge model are as for the earlier version, except Malf crit; Dmg 2d, ½D 150, Max 1,600. The scattergun stats remain unchanged. Cost is $22.

Smith & Wesson, Model 1, .22

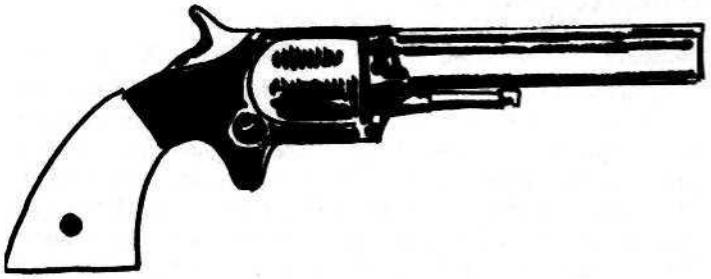
These cartridge revolvers are dependable and easy to conceal. To reload, the cylinder must be completely removed and the empty cartridges punched out. Although Buffalo Bill endorsed them, they were never as popular as Colts.

Colt, Army, .44

The Colt Army Model 1860 revolver, a much smaller version of the Dragoon, is the most popular handgun of the Civil War.

Smith & Wesson, Model 2, .32

This is a larger version of the Smith & Wesson Model 1.



Colt "Peacemaker," .45

This gun has many nicknames — Frontier Colt, Army Colt, and Thumb-buster among them. Barrel lengths range from 3 to 7 ½ inches. The Colt Cavalry model has a 7 ½ inch barrel. The Colt Artillery style has a 5 ½-inch barrel. A civilian model with a 4.75-inch barrel is ideal for fast draws. Some are fitted for shoulder stocks, adding +2 to Acc and increasing cost by 50%. The "house" or "storekeeper's" models have three-inch barrels to allow for easy concealment (Holdout +2).

The Peacemaker is tremendously powerful. Stats on the table are for the standard Army load of 28 grains of powder and a 250 grain bullet. A 40-grain powder load makes DMG 3d-2 and Rcl -3. In 1878 Colt began producing revolvers chambered for the Winchester .44-40 rifle cartridges. For .44-40, use the Dmg and range stats for the Colt Dragoon.

In 1877, Colt produced a double-action version of its Colt Army .45. It costs about $20, and has a RoF of 3.

Remington, .44-40

This 6-shot, single-action revolver is almost as popular as the "Peacemaker." Styles range from plain blued steel to pearl handles and fancy gilt engraving for about $45.

Smith & Wesson Schofield, .45

Jesse James used a Shofield, and Wells, Fargo issued them to employees. The Schofield has a 7-inch barrel and a handle that looks more like the grip of a fat cane than a pistol grip. It never gives any real competition to the "Peacemaker."

Colt Lightning, .38

This double-action revolver is lighter than the "Peacemaker," Colt's other double-action revolver. The "Lightning" comes with a barrel as short as 2 inches (Holdout +1).

Smith & Wesson D.A. Frontier, .44-40

These revolvers are the first to have the familiar Smith & Wesson look. They have 6-inch top-ribbed barrels with break-open actions and nicely shaped grips.

Stingy Pistols

These small pistols, ideal for concealment, are called "stingy" because of their less-than-generous size. The first popular one is produced by Henry Deringer, a Philadelphian gunsmith. Other manufacturers copy the design, adding a second "r" to their "derringer" pistols to avoid lawsuits. Stingy pistols are most effective at close range.

Deringer, .44

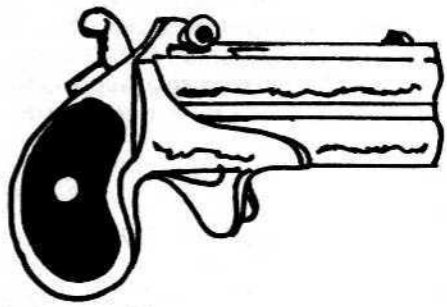
The classic Deringer is a percussion pistol. The large-caliber, wrought iron barrel may be anywhere from one to four inches long. The over-all lengths are 3 ¾ inches for the vest-pocket size to 9 inches for the greatcoat-pocket size. The mountings are German silver or gold.

Colt One-Shot, .41

This Colt derringer has a stud trigger, which pops out of a notch when the gun is cocked.

Remington 2-Shot, .41

The Remington Double-derringer is the gambler's companion. It has double-decker 3-inch barrels. For $18 dollars you can have a fancy one with ivory or pearl stocks and engraving.



Knuckleduster, .32

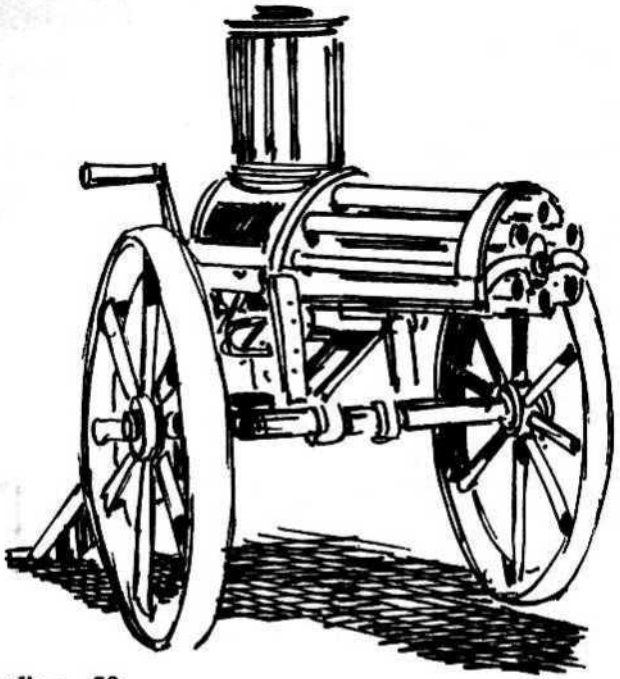
This gun's designer calls the Knuckleduster "My Friend." They shoot directly from the chamber, like many pepperboxes. Their ring grips make them good knucklers for fist fighting. They come in three calibers — .22, .32, and .41. The .22 has seven shots, with Dam 1d-2; ½D 10; Max 200. The .41 has five shots, with Dam 1d and all other stats as for the .32-caliber model. Knuckledusters lost their popularity by 1880.

Colt Cloverleaf, .41

This revolver's four chambers join at the center and resemble a four-leaf clover. Leaving the chambers unaligned with the barrel is a safety precaution and prepares a cylinder for loading or unloading. In this position, the gun is fairly narrow and ideal for hiding in a pocket. The Cloverleaf's trigger emerges when the gun is cocked. The gun comes with a 3-inch or 1 ½-inch barrel. Over all length is 7 inches.

Machine Guns

Nineteenth-century machine guns are shot by turning a crank or moving a lever to fire rounds and eject spent cartridges; they tend to jam. RoF depends on skill — maximum RoF is Gunner/2. The Gatling and Hotchkiss guns operate similarly; familiarity modifiers are -1 for operation, -4 for repair.



Gatling, .58

The Gatling has reloadable steel chambers, each separately primed with an external percussion cap. These chambers are dropped into a hopper on the top of the gun. The six rotating barrels, turned by a hand crank, pick up a chamber, fire it and then eject it for reloading. The mechanism frequently jams.

In 1865, Gatling introduces a modified gun for a .58 caliber rimfire cartridge. Range and damage are as for the earlier gun, except Malf 15. After 1873, the most common chambering for Gatlings is .45-70; Malf 16; range and damage as for the Springfield Trapdoor.

Hotchkiss, .37 mm

The common Hotchkiss is a 1.5-inch (37mm) cannon with five barrels; it takes solid shot ammunition. They are well-made and last for years. Most are wheel-mounted — ground-mounted Hotchkiss guns are uncommon but not unknown.

Other Ranged Weapons

Tomahawk

The stats listed are for the "trade" tomahawk, manufactured for trade with Indians. Mountain men and others use them as well. See *Tomahawks and War Clubs*, p. 58.

Bow

This is primarily an Indian weapon — few whites use them. See *Bows and Arrows*, p. 59.

Arkansas Toothpick

The second-most popular knife of the frontier, the Arkansas Toothpick has a straight pointed blade with a double edge. It is primarily a fighting blade — with stats as for the Bowie knife (below) — but its balance and symmetry make it suitable for throwing as well.

Lasso

A lasso, or lariat, may be made of oiled rawhide, hemp, or linen. It can be any length. Texas cowboys favor 30-40 foot lassos; Californians and other cowboys on the open range prefer them longer. See p. 34.

Whip

Bullwhips can be heard two miles away if the wind is right. A well-handled whip can crack like a revolver shot, or flick a speck of blood from the tough ox skin, causing the ox to "hump up and almost go through his yoke." An experienced bullwhacker can take a piece out of someone's trousers without breaking the skin — if he will only bend over and let him try it.

Hand Weapons

Bayonet

It takes four turns to draw and fix a bayonet to the end of a gun; they cannot be used on carbines. Loading a muzzle-loader with a bayonet takes an additional 3 seconds. Shooting a weapon with a bayonet attached is at -1. The thrusting bayonet, with an 18-inch triangular blade, can be used as a large knife, but only a thrusting attack can be made. Sword bayonets are used on short firearms such as rifles — they make long arms too muzzle-heavy. Knife-bayonets are lightweight and useful for opening rations, cutting kindling, and other non-lethal purposes. Use the stats for a Bowie knife, except Reach is 2 when affixed to a gun.

Bowie Knife

Bowie knives are large and well-suited for fighting and general utility work. They were extremely popular through the 1840s and 50s, and in the Civil War. Bowie knives are single-edged with a false edge running along the back for a few inches — this allows a backstroke in combat. They are rarely thrown.

Saber

American cavalrymen wear sabers during the Mexican War, the Civil War, the Indian Wars, and the Spanish-American war. The Model 1859 has a narrow and slightly curved blade, and weighs two pounds. Soldiers call it "Old Wrist-Breaker." Cavalrymen draw their sabers only when their guns are empty.

Weapon Table

Guns

Type	*Malf*	*Dmg*	*SS*	*Acc*	*.5D*	*Max*	*Wt*	*RoF*	*Shots*	*Ld*	*ST*	*Rcl*	*Yr*	*Cost*	*Notes*
Muzzle-Loading Long Arms															
Indian Musket, .58	14[1]	4d	15	6	200	2,500	10	1/L	1	ML	10	-2	1720	5	SB
Kentucky Rifle, .45	14[1]	5d	15	7	400	3,700	7	1/L	1	ML	10	-2	1750	6	SB
Plains Rifle, .50	16[1]	5d	14	7	400	3,700	15	1/L	1	ML	11	-3	1800	5	SB

Type	*Malf*	*Dmg*	*SS*	*Acc*	*½D*	*Max*	*Wt*	*RoF*	*Shots*	*Ld*	*ST*	*Rcl*	*Yr*	*Cost*	*Notes*
Enfield, .577 or Springfield, .58	16[1]	4d	15	8	700	2,100	8.5	1/L	1	ML	10	-2	1853	10	Per
Breech-Loading Long Arms															
Sharps Rifle, .52	16[1]	5d	15	7	500	3,000	9	1/L	1	BL	11	-2	1851	12	
Sharps Carbine, .52	16[1]	5d	13	7	350	2,000	6.5	1/L	1	BL	10	-2	1851	11	HO-4
Springfield Trapdoor .45-70	crit[2]	5d	15	8	700	2,100	9	1/L	1	BL	11	-2	1873	12	
Sharps Big 50, .50-90	crit[2]	6d	15	7	600	3,300	11	1/L	1	BL	12	-3	1875	17	
Magazine Rifles															
Henry, .44	crit[4]	2d+1	13	6	250	1,900	10	1	15+1	Tube	10	-1	1862	17	HO-5
Spencer Carbine, .56	crit[4]	4d	13	6	300	2,100	10	1	7+1	Tube	10	-3	1863	18	HO-5
Winchester WD, .44-40	crit[4]	2d+1	13	6	250	1,900	7.1	2	17+1	Win	10	-1	1866	18	HO-5
Winchester '73, .44-40	crit[4]	3d	13	7	300	2,200	7.1	2	var.	Win	10	-2	1873	20	HO-5
Winchester '76, .45	crit[4]	4d	14	7	500	2,500	7.25	2	15	Win	10	-2	1876	22	HO-5
Shotguns															
Shotgun	15[1]	var	13	5	25	150	8	var.	1/L or 2/L	ML	var.	var.	1836	7	Per, HO-5
Break-Open Shotgun	crit[2]	var	13	5	25	150	8	var.	1 or 2	BL	var.	var.	1863	15	HO-5
Muzzle-Loading Pistols — See p. B208															
Revolvers															
Pepperbox, .32	16[3]	2d-1	12	1	40	250	4.1	1	5-7	CB	10	-1	1837	6	SB, HO
Colt, Dragoon, .44	16[3]	2d+1	11	2	150	1,500	4	1	6	CB	12	-3	1848	6	HO-1, F
Colt Navy, .36	16[3]	2d-1	9	2	120	1300	2.5	1	6	CB	10	-1	1851	6	HO, F
LeMat, .42	15[3]	2d-1	11	1	130	1,500	3.5	1	9	LeM	11	-2	1856	17	HO-2, F
scattergun	crit[2]	3d	11	4	10	50		1/L	1		11	-4			
S&W, Model 1, .22	crit[4]	1d-1	9	3	40	900	1	1	7	SW	9	-1	1857	6	HO+1, F
Colt Army, .44	crit[4]	2d	12	1	130	1,500	2.75	1	6	CB	11	-2	1860	14	HO
S&W, Model 2, .32	crit[4]	1d+1	10	2	120	1,200	2	1	6	SW	10	-1	1861	10	HO, F
Colt "Peacemaker," .45	crit[4]	2d+1	11	2	150	1,700	2.5	1	6	CR	11	-2	1873	10	HO, F
Remington, .44-40	crit[4]	2d	11	2	160	1,800	2.5	1	6	CR	11	-2	1875	15	HO, F
S&W, Schofield, .45	crit[4]	2d+1	11	2	150	1,700	2.5	1	6	SW	11	-2	1875	13	HO, F
Colt Lightning, .38	crit[4]	2d-1	11	1	120	1,300	2.25	3	6	CR	10	-1	1877	13	HO
S&W, Frontier, .44-40	crit[4]	2d	12	1	160	1,800	2.5	3	6	SW	11	-2	1880	15	HO
Stingy Pistols															
Deringer, .44	15[1]	2d-1	10	1	10	300	.5	1/L	1	ML	11	-2	1850	2	HO+2
Colt One-shot, .41	crit[2]	1d	9	1	15	400	.25	1/L	1	BL	10	-1	1856	3	HO+3
Remington 2-shot, .41	crit[3]	1d	10	1	15	400	.5	2	2	BL	10	-1	1856	5	HO+2
Knuckleduster, .32	crit[4]	1d-1	9	1	15	250	.5	1/2	5	SW	10	-1	1866	7	HO+3, sap
Colt Cloverleaf, .41	crit[4]	1d	10	1	15	350	.5	1	4	CR	10	-1	1870	9	HO+2,F
Machine Guns															
Gatling, .58	14[5]	4d	—	4	700	2,100	379	Spec.	100	Mag	—	-1	1862	120	
Hotchkiss, 37mm	16[5]	10d	—	4	700	2,100	400	Spec.	100	Mag	—	-1	1874	250	

Other Ranged Weapons

(This is not a complete list; for additional weapons see p. B207.)

Weapon	*Type*	*Dmg*	*SS*	*Acc*	*½D*	*Max.*	*Cost*[1]	*Wt*[2]	*ST*	*Notes*
AXE THROWING (DX-4)										
Tomahawk (metal)	cut	sw+1	10	2	ST 1.5	ST 2.5	1	2.5	8	
Tomahawk (stone)	cr	sw+1	11	1	ST	ST 1.5	.25	3	9	
BOW (DX-6) *2 hands to fire, 2 turns to ready*										
Short Bow	imp	thr	12	1	ST 10	ST 15	1	2	7	Max. dam. 1d+3
Regular Bow	imp	thr+1	13	2	ST 15	ST 20	1	2	10	Max. dam. 1d+4
KNIFE THROWING (DX-4)										
Arkansas Toothpick	imp	thr	12	0	ST-2	ST+5	2	1	7	1

Weapon	*Type*	*Dmg*	*SS*	*Acc*	*½D*	*Max.*	*Cost*[1]	*Wt*[2]	*ST*	*Notes*
LASSO (No default)										
96 Lasso	Special	Special	16	0	—	—	8	3	—	See p. 34

Hand Weapons

(This is not a complete list; for additional weapons see p. B206.)

Weapon	*Type*	*Amt.*	*Reach*	*Cost*	*Wt*	*ST*	*Notes*
BAYONET (DX-5 or Spear-1)							
Thrusting Bayonet	imp	thr+3	2	1	1	9	4 turns to fix.
Sword Bayonet	cut	sw+1	2	2	1.5	9	4 turns to fix. May be used as a sabre.
	imp	thr+2	2				
FENCING (DX-5)							
Saber	cut	sw	C	5	2	7	
	imp	thr+1	C,1				Thrust: Maximum damage 1d+2.
KNIFE (DX-4)							
Bowie Knife	cut	sw-2	C,1	2	1	—	Throwable.
	imp	thr	C				
AXE/MACE (DX-5)							
Tomahawk (metal)	cut	sw+1	1	1	2.5	8	May be thrown.
spike	imp	sw	1	1	2.5	8	
WHIP (No default)							
Bullwhip	cr	sw-2	1-7	$5	6	10	See p. B52.

Reading the Weapon Table

(See also *Ranged Weapons*, pp. B114-122; Critical Tables, p. B202).

Malf: The die roll on which the weapon can malfunction. The superscript note next to the malf number indicates consequences of malfunctions for that weapon type:

1. Normal malfunction: a *flintlock* must be re-primed, requiring five seconds. For a *percussion weapon* the cap must be replaced (2 seconds). If two malfunctions occur in a row, the charge must be drawn and the weapon reloaded (drawing a charge takes twice as much time as loading). A dud or weapon jam on the Firearm Critical Miss Chart (p. B202) also requires drawing the charge.

2. When a *breech-loading* metal cartridge weapon malfunctions, the round is a dud. Reload single-shot weapons; for repeaters, work the action.

3. Normal malfunctions with *Cap and ball revolvers* indicate dud rounds; the cap must be replaced, taking two seconds. With a critical malfunction, a roll of 16 or 17 on the Firearms Critical Miss Table (p. B202) indicates that an additional chamber discharges. A chain firing handgun startles the shooter (roll vs. Will or be stunned for 1d turns).

4. A critical miss is the only way these weapons malfunction. Roll on the Firearm Critical Miss Table (p. B202).

5. Malfunctioning machine guns require 2-12 seconds of repair (Gunner skill). Critical failure — or three successive failures — jams the weapon beyond field repair. Any unrealistic result on the Firearms Critical Miss Table means a jam.

Dmg: The number of dice of damage that the weapon inflicts.

SS: The Snap-Shot number, the final to-hit number necessary to avoid a snap-shot -4 penalty. This is especially important for Fast-Draws (see pp. 79-80).

Acc: The weapon's Accuracy modifier. See p. B15.

½D: The range at which the weapon's Acc drops to zero and the damage halved. ***Max:*** The weapon's maximum range.

Wt: Weight of the loaded weapon in pounds.

RoF: The weapon's rate of fire. When there are two numbers, the second is the delay (in turns) until it can be fired again. An L indicates that the weapon must be reloaded before it can be fired again. A number greater than one indicates an automatic weapon. Each successive shot has the full recoil penalty. Non-repeating shotguns can have a RoF of 1/L or 2/L, representing one-or two-barreled versions.

Shots: The number of shots a weapon holds when ready for action. Some are followed by +1, indicating an additional round can be kept in the chamber. Most revolvers have 6 chambers, but careful gunners load them only five and keep the hammer down on an empty to prevent accidental firing.

Ld: Loading system; muzzle-loading (ML), breech-loading (BL), tube magazine (Tube), Winchester magazine (Win), cap-and-ball (CB), LeMat (LeM), Smith and Wesson revolvers (SW), Colt metal cartridge revolvers (CR), or detachable magazine (Mag). See *Weapons*, pp. 83-84, for more information.

ST: The minimum strength needed to avoid a turn readying the weapon after firing, and extra recoil penalties.

Rcl: The weapon's recoil penalty. See p. B120.

Yr: The year the weapon first became available.

Cost: Typical cost of the weapon between 1860 and 1880. Weapons produced before 1850 are more expensive in the first half of the century. Most become less expensive with time.

Notes:

Per: Percussion muzzle-loaders — all other muzzle-loaders are flintlocks.

SB: Smooth-bore weapons — double all size and range penalties.

HO: Holdout modifier for any attempt to conceal the weapon. Weapons with no HO modifier cannot normally be concealed.

sap: Pepperboxes and knuckledusters are useful in close combat, adding +2 to damage done with a fist.

F: The weapon can be fired by Fanning or Slipping the Hammer. See sidebar, p. 80.

THE WARS 6

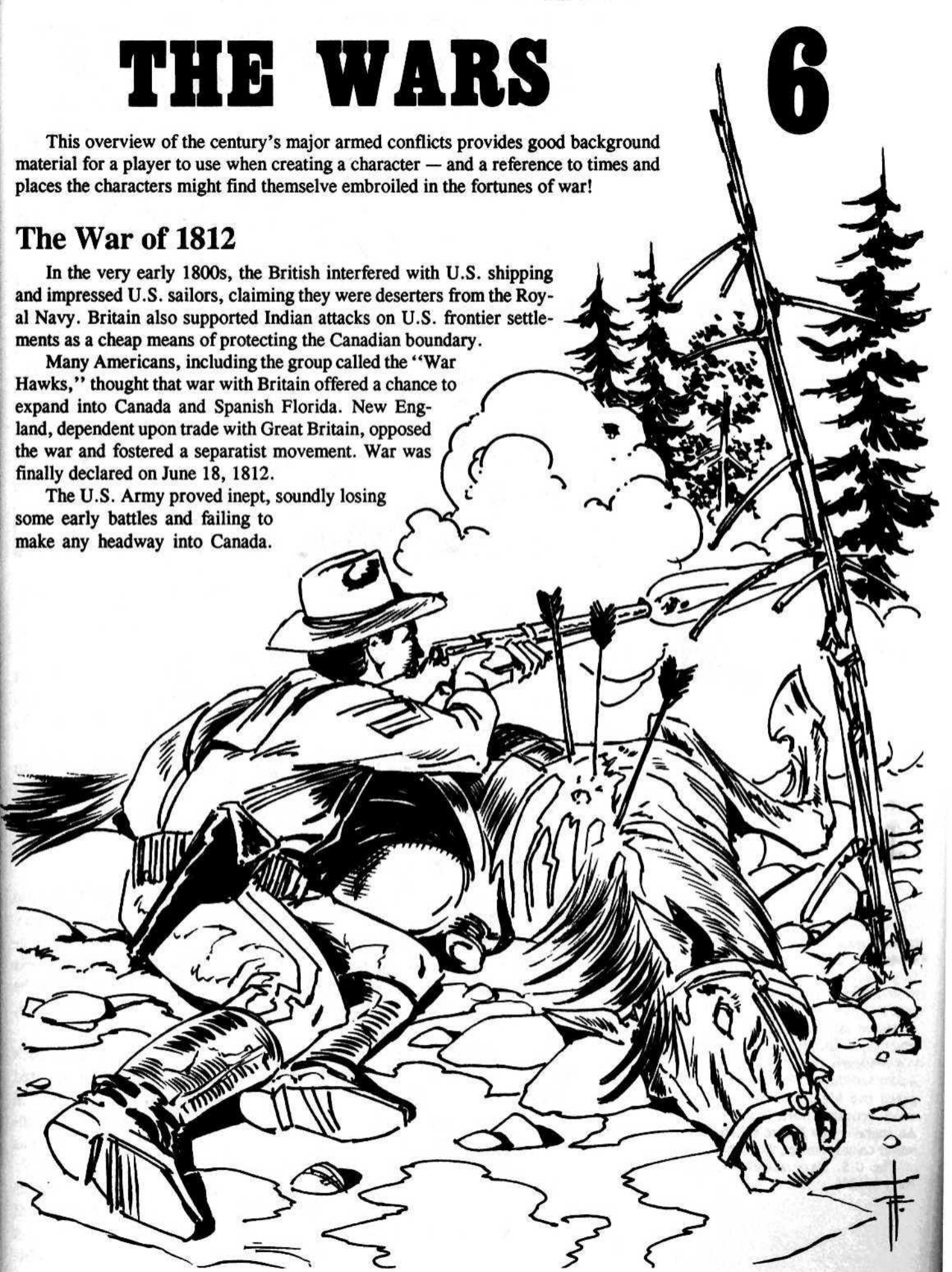
This overview of the century's major armed conflicts provides good background material for a player to use when creating a character — and a reference to times and places the characters might find themselve embroiled in the fortunes of war!

The War of 1812

In the very early 1800s, the British interfered with U.S. shipping and impressed U.S. sailors, claiming they were deserters from the Royal Navy. Britain also supported Indian attacks on U.S. frontier settlements as a cheap means of protecting the Canadian boundary.

Many Americans, including the group called the "War Hawks," thought that war with Britain offered a chance to expand into Canada and Spanish Florida. New England, dependent upon trade with Great Britain, opposed the war and fostered a separatist movement. War was finally declared on June 18, 1812.

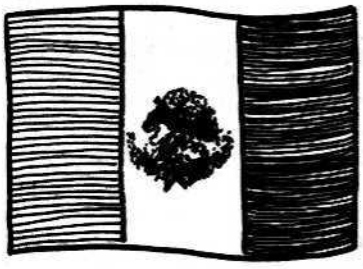
The U.S. Army proved inept, soundly losing some early battles and failing to make any headway into Canada.



The Mexican Army 1835-48

The *presidial* companies garrisoned the frontier — these are the ones seen most often in the movies. They wore blue jackets with red collars and cuffs, gray trousers buttoned along the seam, and broad-brimmed black hats. They fought with saber, carbine, and lance.

The Mexican Army had equally colorful infantry and cavalry, as well as militia dressed in peasant white.



The Texas Navy

Mexicans and Texans skirmished throughout the Republic's 10-year history, but some of the most spectacular battles took place in the Gulf of Mexico.

In 1838 the Texan Congress voted for a navy and by 1839 Commodore Edwin Ward Moore, late of the U.S. Navy, was building one. By April 1840 Moore had seven ships — a 20-gun sloop-of-war, a 5-gun steamship-of-war, a 16-gun brig, a 14-gun brig and three 5-gun schooners. Most of the officers and men were from the U.S. Navy.

Moore achieved some stunning naval victories, including the only recorded victory of sail over steam. With only the sloop *Austin* and the brig *Wharton*, Moore engaged two Mexican steamships-of-war, which retreated when heavily damaged. An engraving on Moore's Colt Navy revolver commemorated the battle.

The U.S. Navy absorbed the Texas Navy in 1846.

The U.S. Navy boosted sagging morale by capturing several British merchant ships. In 1813, U.S. Commodore Oliver Perry won Lake Erie. The British landed at Bladensburg, Maryland, in August 1814, and marched to Washington, D.C. The U.S. government fled before the British, who burned the city.

The U.S. and Britain, tired of indecisive warfare, signed the Treaty of Ghent on December 24, 1814. News was slow to travel, and General Andrew Jackson thrashed the British at the Battle of New Orleans in January 1815, before he learned that the war was over.

The War of 1812 weakened Indian resistance in the Northeast and northern Midwest, ended U.S. dependence on Europe, and fostered American feelings that the U.S. equalled the major European powers.

The War between Mexico and Texas

In 1821, Mexico won its independence from Spain and Stephen F. Austin established his 18,000 square mile colony near San Antonio. Texas territory rolled westward from Louisiana to the foothills of the Rockies, and rose northward from the Gulf of Mexico to the Staked Plains tableland. Its eastern half was fertile, swampy near the Gulf, with pleasant woods and prairies watered by the Red, Sabine, Brazos, Colorado, Nueces, and Rio Grande rivers. Deer, buffalo, and many other animals were plentiful.

American settlers poured into Austin's colony, promising loyalty to Spain in hopes of making their fortunes farming this promising land. The farmers cleared their own fields, built their own cabins, fended off the Karankawa Indians with their own muskets, and began to prosper. A newly independent Mexico increased each settler's allotment sevenfold and forgave all taxes for six years as the farmers established themselves.

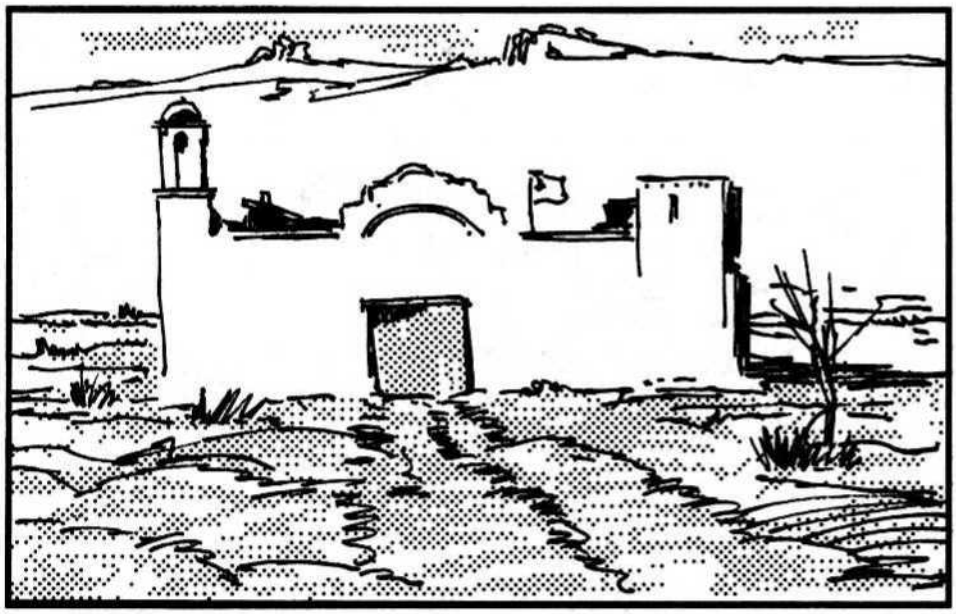
By the 1830s, the thirty thousand "Texicans" outnumbered the Mexicans four to one and were growing rich on cotton harvests as the population continued to swell. But Mexico had been in turmoil since its independence, and President Bustamente was intent on control. He sent troops to Texas, where they skir-

mished with the Texicans in 1832. Eventually General Santa Anna deposed Bustamente.

In 1833, a convention of settlers at San Felipe (Stephen F. Austin's own settlement) supported Santa Anna. Austin visited Mexico City, hoping to secure Mexican statehood for Texas. Put off for nearly three months, Austin lost his patience and wrote to a friend that "this country is lost if its inhabitants do not take affairs into their own hands." Santa Anna got the letter and imprisoned Austin, then planned to punish Texas.

The Texans were angry; some began a secessionist faction. Fighting began in earnest in 1835 when the hot-headed William Travis attacked a Mexican garrison without provocation in June. Local skirmishes ended in large Mexican losses, small Texan losses, and Mexican surrenders. Austin (out of prison by now) and Jim Bowie led an attack near Mexican-controlled San Antonio, then Colonel Milam took the city in December. Santa Anna stormed up from Mexico with 6,000 soldiers, and the final months of the war began with the siege of the Alamo in February of 1836 (see sidebar, p.110).

Texas declared itself an independent republic on March 3; Santa Anna overran the Alamo the next day. Sam Houston fled east with 375 men, searching for a defensible position, and finding the Texans more and more willing to provision and join him as he went. Santa Anna narrowly missed capturing the Texan government at Harrisburg, then decided to destroy Houston's army, now 800 strong and in friendly territory at the Galveston bayous.



Santa Anna finally halted at Lynch's Ferry near San Jacinto. On April 20th, the Mexicans sighted Houston's forces and built barricades through the night. The Texans quietly surrounded the exhausted, dozing soldiers the next day and attacked suddenly, shouting "Remember the Alamo!" The fight reads like the Alamo in reverse. Although Santa Anna's soldiers far outnumbered the patriots, they were surrounded with no hope of reinforcements. The Mexicans couldn't retreat — Texans blocked the roads and the bayous were impassable. Two Texans died and 23 were wounded; 600 Mexicans died and 650 were taken prisoner, including Santa Anna, who was eventually released.

The Texas Rangers

This mounted volunteer force was formalized in 1835. Three companies of 25 men "ride like Mexicans, shoot like Tennesseeans, and fight like the very devil." The Rangers put down lawlessness and guarded the Republic's frontier against Indians. In the Mexican War, they were scouts and guerilla fighters, earning a reputation for bravery and effectiveness. They fought Cherokees and Comanches in the late 1850s — and plundered a bit on the side. They fought with the Confederates during the Civil War, then controlled outlaws, feuding groups, and Mexican marauders. They became a permanent force in 1874 — six companies of 75 men dealt with rustlers and other outlaws throughout Texas.

Although they were a police force, the Rangers did not drill, salute officers, or wear uniforms or insignia. They furnished their own arms and horses, and they all used six-shooters.

Their motto, "One riot, one ranger," came from a famous story. The mayor of a west Texas town, anticipating trouble, wired the Rangers for help. Two days later, a single Ranger got off the train with his Winchester, Colt, and bag. "Where's the rest of them?" cried the mayor, "I asked for a company." "Why, so you did," replied the Ranger, "but there's only one riot, ain't there?"

The Rangers are still in existance today, and are among the most prestigious law-enforcement agencies in the world.

The Mexican War

In the decade after Sam Houston bested Santa Anna, most nations recognized Texas' independence, but Mexico still claimed the territory. On March 1, 1845, the U.S. accepted Texas' proposal to join the Union; Mexico promptly severed

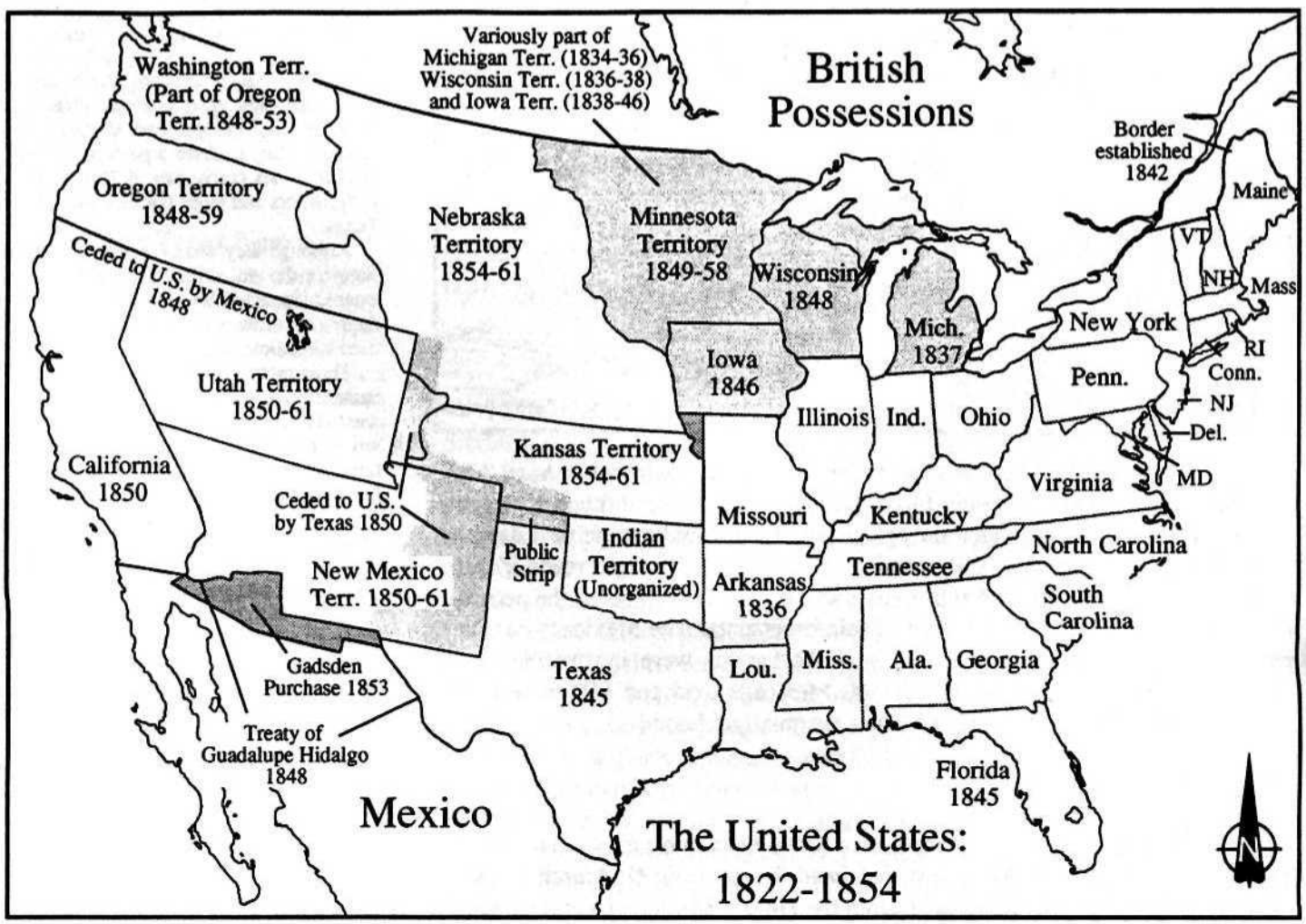
diplomatic relations with the U.S. President. Polk offered to buy Texas and California as well as the New Mexico and Utah Territories from Mexico (see map, below) and sent Brevet Brigadier General Zachary Taylor to the Rio Bravo del Norte (the Rio Grande) to support the U.S. claim to Texas. In April 1846, Taylor skirmished with Mexican troops, then moved south into Mexico, winning at Palo Alto and Resaca de la Palma. The U.S. declared war on May 13.

Mexico was internally disorganized from the beginning of the war. Generals could not agree on plans and undirected soldiers frequently offered no resistance to advancing U.S. troops. The U.S., believing that defeating Mexico utterly was the only way to loosen its grip, launched a triple attack. Taylor and Scott bedeviled Mexico from the north and the coast while Kearney conquered everything from Kansas to California.

The War in Mexico — Taylor drove south into Mexico in May 1846 and won the three-day battle of Monterey in September. Toward the end of February 1847, he defeated Santa Anna at Buena Vista, forcing him to retreat. General Winfield Scott's 10,000 troops landed at Vera Cruz in March 1847 and forced the fort's surrender with a heavy naval bombardment.

Scott met up with Santa Anna and 6,000 soldiers at Cerro Gordo ("Big Hill") pass on the road to Mexico City. The U.S. won the pass in two days, despite the soldiers' having to haul the artillery uphill by hand. Santa Anna fled west, leaving his men to surrender, retreat, or die. Scott followed him inland, and ransacked one of his estates on the way, seizing, among other things, a military payroll and a wooden leg rumored to be Santa Anna's own.

As the Americans made their unopposed way west, Santa Anna sued for peace — fortifying the capital should politics fail.



Scott's tired men seemed no match for the 30,000 Mexican soldiers, the mountains, marshes, lakes, lava fields, and fortified hills waiting in the Valley of Mexico, but Taylor won the capital in five grueling battles from August 20 through September 14. Santa Anna fled, leaving 9,000 leaderless troops within the city walls. The city government surrendered, and a new national government agreed to terms with the U.S.

The War in California — During the early 1840s, U.S. colonies grew in both Northern and Southern California. In early 1846, the "Bear Flag" party at Sonoma declared California an independent republic and settlers raised the U.S. flag at Monterey in July. In June 1846, Stephen Kearney and his "Army of the West" marched westward from Fort Leavenworth. In August, Kearney conquered New Mexico prior to securing California. U.S. troops occupied Los Angeles, but lost it in September. Fighting continued until January 1847 when the Mexican Californios surrendered to overwhelming U.S. reinforcements.

Outcome — Throughout the Mexican War, one American fell for every 10 Mexicans. The War spawned several U.S. military innovations: a regular mounted rifle regiment; "Mexican Spy Companies" that scouted and gathered information; and repeating hand guns (Colt Dragoons and Walkers) for the troops.

The Treaty of Guadalupe Hidalgo, signed eight days after the gold find at Sutter's Mill, ceded the desired territories to the United States. Mexico never again seriously threatened U.S. territories.

The Civil War

Problems underlying the Civil War grew for decades. While the South remained mainly agricultural, the North had expanded its commercial and industrial bases while maintaining its agricultural strength. Northerners feared that Southerners, with their cheap slave labor, would have an unfair advantage in the West. Southerners were anxious to maintain their position as an equal partner in the Union and were reluctant to change their way of life. The War, declared in 1861, divided the nation, scarring it for decades. A few highlights will have to suffice for this book; histories of the war are easy to find.

The Players

Here are the principals of the Civil War.

Jefferson Davis — championed Southern rights and economic development. He became President of the Confederate government in February 1861. Davis centralized the Confederate government, although states' rights was one of the primary reasons for secession. He became embroiled in his generals' arguments, and Lee surrendered without his approval.

Ulysses Simpson Grant — captured Fort Donelson in February 1862, the first major Union victory. He led the army in the West from October 1863. Grant won numerous battles from Pennsylvania to Mississippi, losing only a few. He accepted Lee's surrender.

Thomas Jonathan "Stonewall" Jackson — earned his nickname at the first battle of Bull Run by standing "like a stone wall" against the Union soldiers. He also took part in Antietam, Fredericksburg, and Chancellorsville, where he was accidentally killed by his own men.

Robert Edward Lee — was unsympathetic to both slavery and sectionalism. Loyal to his native state, he resigned his U.S. Army commission to command the Virginia army. Lee invaded the North, but failed to gain any ground. He became commander in chief in February 1865, but the Confederacy was already nearly broken. Both the North and the South admired his honesty and gallantry.

Abraham Lincoln — believed strongly in the Union and democratic ideals.

The U.S. Cavalry

After 1866, the U.S. had ten cavalry regiments, each with 12 companies, or troops. A colonel headed the regiment and a captain led each company of 50 to 100 privates.

Weaponry

Dragoons (named for the Dragoon pistol) during the Mexican War used smoothbore muzzle-loading percussion carbines and sabers. Some tested the Walker Colts, and many provided their own revolvers.

Union cavalry carried muzzle-loading carbines, sabers, and one or two Colt Army cap and ball revolvers (same stats as the Dragoon, see p. 86). Later in the war, they used Spencers, Sharps and even Henry repeaters (which rarely found their way West). Some Southerners had captured carbines and many toted shotguns. Confederate horsemen liked revolvers, sometimes carrying six.

The highly mobile cavalry was essential during the Indian wars. They carried breech-loading carbines, sabers, and revolvers (a Colt, Smith & Wesson, or Remington Army Model). The Army found the Winchester too delicate for the field. Scouts and other civilians with the army often brought their own weapons.

Outfits

The cavalry wore waist-length woolen jackets over their shirts, dark blue tight woolen trousers (sky blue after 1863), black riding boots with brass spurs, and a sky-blue calf-length greatcoat. A red sash went under the sword belt and buckskin gauntlets protected the hands. Officers wore floppy Kossuth hats; soldiers wore forage caps. Heavy brass epaulettes (PD 3; DR 4) protected officers' shoulders from enemy sabers during the Civil War (Indian fighters didn't wear them). Each branch had its own color (on flags, trouser stripes, etc.) — yellow for cavalry, red for artillery, and blue for infantry.

Confederate uniforms were similar to Union issue, with a few differences. Officers wore dark blue trousers; enlisted men, sky blue. Officers wore gray frock coats. A yellow cavalry sash went under the sword belt.

Gray cloth ran out during the war and the Rebels began to wear home-dyed light brown clothing, earning the name "Butternuts."

He didn't try to resolve the sectionalist frictions and was determined to preserve the Union. The Emancipation Proclamation (1862) gave the war a moral tone. His Gettysburg Address (1863) expressed deep sorrow at the suffering the war caused. His second inaugural speech promised "malice toward none, charity for all." His generosity and honesty became mythic.

William Tecumseh Sherman — fought in Kentucky, Missouri, at Vicksburg, Tennessee, and Mississippi. He burned Atlanta, then marched to the sea at Savannah, destroying everything in his path. He razed his way north and trapped Lee between himself and Grant in Virginia, securing Union victory.

The Playing Fields

The Confederacy typically kept to the defensive, seriously threatening the North only twice. The North needed to invade, capture, and hold many vital areas — it blockaded the coast and drove down the Mississippi River, trying to strangle the South.

Bull Run (Manassas) — The Union pushed back the Confederate forces holding the Manassas Junction rail hub (26 miles from Washington, D.C.) in July 1861. The Confederates, under "Stonewall" Jackson, routed the Union forces.

Second Battle of Bull Run — Lee pushed the Union forces back to Washington in August.

Antietam (Sharpsburg) — On September 17, 1862, Union soldiers attacked Lee near Antietam Creek, in the bloodiest single-day battle of the war. Lee retreated into Virginia.

Fredericksburg — Union forces destroyed themselves attacking a Confederate position behind a wall on a bluff on the Rappahannock in an attempt to capture Richmond.

Chancellorsville — In May 1863, Union forces failed to dislodge Lee from his position on the Rappahannock, and retreated to Fredericksburg.

Gettysburg — On July 1, after a 9-hour fight, Union troops withdrew to a highly defensible position. On July 3, George Picket lost 9,000 of his 15,000 infantry during a charge on the central Union position. The Confederates withdrew to Virginia.

Vicksburg — Grant and Sherman took this city in July 1863, securing the southern Mississippi River for the Union.

Siege of Richmond — Grant besieged the Confederate capital for 9 months in 1864.

Burning of Atlanta — The Confederate Army retreated from Atlanta on the night of August 31-September 1, 1864, and Sherman marched in. He evacuated the city on September 9 and burned it on November 15.

Appomattox Court House — Lee, caught between Sherman to his south and Grant to his north, surrendered to Grant on April 9, 1865.

"Bleeding" Kansas and Quantrill's Raiders

The Civil War in the West had its roots in the Kansas-Nebraska bill of 1854, which permitted each state and territory to choose whether to allow slavery. Kansas, split between pro- and anti-slavery factions, formed two governments. Both sides raided, rioted and murdered opponents. From 1862 on, rebel raiders harassed the Union forces and towns in Kansas and Missouri.

George Todd, David Pool, "Bloody Bill" Anderson, and William Quantrill led rebel raids. Quantrill's gang included the teenage Jesse and Frank James. On August 21, 1863, his 450 men pillaged and burned Lawrence, Kansas, killing 150. They later disguised themselves as Union soldiers and surprised a Federal detachment, killing 90 men.

The Buffalo Soldiers

The black 9th and 10th U.S. Cavalry regiments, formed in July 1866, were led by Colonels Benjamin Grierson and Edward Hatch, both white. The Indians called the black enlisted men "Buffalo Soldiers" for their tight, curly hair — the soldiers took pride in the name.

The Buffalo Soldiers earned a reputation as some of the best regiments in the army. The desertion rate was very low and the re-enlistment rate very high, making them the most veteran. The Indians learned to fear them.

The Buffalo Soldiers got the worst equipment and assignments. The 9th sweltered along the Rio Grande, then fought the Apache in New Mexico. The 10th was originally posted to the Kansas and Indian territories, then transferred to West Texas.

Both Northern and Southern whites view blacks as barely better than beasts. Whites unfamiliar with the Buffalo Soldiers' military reputation react at -2; those familiar with it react at -1. GMs may vary these reactions according to the strength of the individual's prejudice. Indians react to black soldiers as they react to white soldiers: well if they have been treated fairly, poorly if they have been treated badly.

Shades of Gray

General Crooker wrote to President Lincoln, "I feel confident that if all the Indian outbreaks upon this continent were carefully examined and honestly probed to the bottom, the whole cause and origin would be found in the thievish and dishonest conduct of the government agency officers, traders and the vile confederates that procure their appointments and share their plunder and then gloss over and hide their iniquity."

Both Indians and whites ignored treaties, murdered, and tortured throughout the Indian Wars. Some Indians collaborated with the whites for money or to gain the advantage in intertribal power struggles. And there were whites who protested the injustice of government policy and the depredations brought on by greed or hysteria.

Quantrill died on June 6, 1865, during a raid on Louisville. His gang broke up into smaller bands and continued raiding after the war ended.

General Sibley Tries for the West

The West, with its gold fields and ocean ports, was a tempting target for the Confederacy. The Union had reassigned most of the frontier soldiers to Eastern campaigns. The entire Department of New Mexico was guarded by a mere 3,810 men, who had their hands full with the Apaches. Brigadier General Henry Hopkins Sibley determined to secure the West for the Confederacy — with unfortunate results.

On February 7, 1862, he and 2,600 men marched from Fort Bliss, Texas, into New Mexico. Sibley took Valverde in a two-day battle on February 21. On March 23, he took Albuquerque and Santa Fe, but Northern reinforcements from California and Colorado pinned him at La Glorieta Pass. Sibley retreats to Texas, having lost 330 of his 337 supply wagons and 1,700 men — 1,200 of them to pneumonia and smallpox.

The Outcome

Of 1,556,000 Union soldiers, 23% died and 18% were wounded. Of 800,000 rebels, 32% died and 28% were wounded. Medical advances saved unprecedented numbers, but cost many limbs — after the war, amputees and one-eyed men were common. The total cost of the war for both sides was over $15 billion in 1860's dollars.

The war saw a number of technological firsts: rifled ordnance and shell guns, ironclad warships, armored train cars, the machine gun, land and water mines, submarines, aerial reconnaissance (via balloon), and systematic medical care for the troops. The telegraph and railroad played significant roles. The soldiers voted in national elections, newspapers covered developments, and photographers recorded the carnage.

Confederates returning to their homes and farms could keep their uniforms for clothing, but not the insignia-bearing buttons. Many Union soldiers remained in the Army and went West to guard towns, wagon trains, and railroad crews; supervise land rushes; and man forts.

The Indian Wars

Throughout the century, cultural differences and competition for land brought wars between Indians and whites. Technology and numbers stacked the odds in the whites' favor. Intertribal animosities prevented any unified resistance.

The Northwest

A measles epidemic began the Cayuse War of 1847. Twelve missionaries blamed for the sickness were killed and 50 whites taken hostage. The hostilities nearly resulted in a combined uprising of all the tribes of the Columbia Basin.

In the Yakima War of 1855, Columbia Basin tribes retaliated versus encroaching settlers. Army volunteers murdered Chief Peo-peo-mox-mox of the Walla Wallas, taking his scalp and ears. Army regulars tried to defend Indians from enraged whites.

The influx of miners and forced treaties united the Coeur d'Alenes, Spokanes, and Palouses against the U.S. in the Coeur d'Alene War of 1858. In May, 1,000 warriors routed a column of 164 federal troops. Colonel George Wright and 600 troops break the allied tribes' power on the Spokane Plain and at the Battle of Four Lakes.

The Nez Percé War

In May 1877, the Nez Percé, who had never killed a white, were given 30 days to move from their ancestral homeland, the Wallowa Valley in northeastern Oregon, to a reservation. On June 12, three hotheaded young warriors out for revenge killed four whites known for intolerance to Indians. Fighting ensued, and within three days nearly 20 white settlers died. The Nez Percé fled east to White Bird Canyon in Idaho.

One hundred cavalry under General Oliver Howard's instructions rode to White Bird Canyon on June 17. The Indians sent out a truce flag, but a trigger-happy soldier took a pot shot at them. Expert Nez Percé marksmen killed 34 soldiers, with no Nez Percé losses.

General Howard's 600 cavalry hunted the fleeing Nez Percé through Idaho, Wyoming, and Montana Territories. Chief Joseph's band of 700 — including 550 women, children, and old men — often outdistanced and consistently outmaneuvered, outfought, and tricked the soldiers at each engagement.

Hoping for an alliance with the Crow, the Nez Percé headed for Montana. They traversed a dangerous cliff face in Lolo Pass in July, evaded an Army roadblock, got more supplies at Stevensville, then stopped to rest at Big Hole Valley, where 200 cavalry caught up with them on August 9th. The Nez Percé lost 89 and retreated south into Idaho. They successfully raided the Army at Camas Creek on August 20th, then startled vacationers as they fled through Yellowstone Park.

The Crow refused to help, and the Nez Percé headed for Canada, hoping for help from Sitting Bull. They bested the Army at Canyon Creek on September 13th, then straggled north for another two weeks. Most of their horses were lame. Some of their old and wounded opted to stay behind and accept their fate. They crossed the Bear Paw mountains and stopped to rest at the Snake River — 30 miles from the border.

On September 30, General Howard's and General Nelson Miles' cavalries attacked the Nez Percé camp. The surrounded Indians fought for days against howitzers and gatling guns, but by October 5 only 350 women and 80 men were left. That day, Chief Joseph rode slowly across the battlefield and surrendered, saying "I am tired of fighting . . . The old men are all dead . . . My people, some of them, have run away to the hills, and have no blankets, no food. No one knows where they are — perhaps they are freezing to death. I want to have time to look for my children and see how many I can find. Maybe I shall find them among the dead. Hear me, my chiefs, I am tired. My heart is sick and sad. From where the sun now stands I will fight no more forever."

Later Northwest wars included the 1866-68 Snake War; the Modoc resistance of 1873; the Nez Percé War (see sidebar); and the Bannock War in 1878.

Navajo

For the first half of the 19th century, Navajos and Mexicans traded raids. After the Mexican War, the U.S. Army protected settlers against the Indians, but didn't protect the Navajo against the Mexicans.

In the winter of 1846-47, 330 U.S. Volunteers tried to end the Navajo raids on Mexicans and Pueblo Indians. They had more difficulty with the terrain and the weather than with the Indians. The Navajo signed a treaty in 1847, but raided and counterraided through the 1850s.

A January 1861 truce lasted until September 22, when a horse race between Navajo and army mounts ended in a riot. General James Carleton turned his attention from the Confederates to the Indian problem in 1862. The Navajo refused to move from their ancestral lands to Bosque Redondo, where their enemies, the Mescalero Apaches, had been resettled.

Beginning in June, 1863, Kit Carson tried to subdue the Navajo. In January 1864 his men took Canyon de Chelly, the sacred Navajo stronghold thought impregnable. By the end of the year, 8,000 Navajo surrendered and were force-marched 300 miles across New Mexico in the "Long Walk."

The Navajos and Apaches at Bosque Redondo suffered from scarce supplies, disease, and tribal hostilities. In 1868, Washington grants the Navajos a reservation in their homelands in the Chuska mountains. They never war on whites again.

The Bureau of Indian Affairs

In 1824, Congress created a separate Bureau of Indian Affairs within the War Department to handle Indian affairs. Indian agents lived with a tribe, or where they could manage two or more tribes. Most agents were frontiersmen: fur traders, missionaries, discharged army men. The Bureau provided agencies with interpreters, blacksmiths, carpenters, teachers, and farmers.

Despite reorganization in 1834, charges of fraud and graft plagued the Bureau. In 1849, the "Indian Service" was transferred to the Department of the Interior. Nearly two hundred agents, subagents, and auxiliary personnel worked among the Indians. Dishonest agents in league with traders delivered only half the annuities, selling the rest.

The Southwest

Some of the best-known conflicts occurred in the southwest. Cochise led his Apache raiders in the 1860s; Geronimo was the last Apache warrior chief. Kit Carson campaigned against Apaches and Navajos.

Feared by Pueblo Indians, the Spanish, Mexicans, and Americans, Apaches terrorized the Southwest for most of the century. In 1837 a party of American trappers massacred their Mimbreño Apache guests at a fiesta and sold the scalps. (By the 1860s, an Apache scalp was worth $250.)

The Civil War drew troops East, leaving Arizona to the Apaches. Their continual raiding drove whites out; only 200 remained in Taos. In 1863, Kit Carson fought to reopen routes between California and the east. By the end of spring, the Apaches were settled at Bosque Redondo ("Round Grove") in the Pecos River Valley. Whites gradually moved back, although raids continued for nearly ten years.

In April of 1871, 150 Anglos, Mexicans, and Papago Indians massacred more than 100 peaceful Apaches under the protection of Camp Grant. Outraged, President Grant established five agencies for the Apaches. Most of the Indians — including Cochise and his band — agreed to settle on reservations in return for regular supplies.

In 1875, the U.S. ordered all Apaches to the San Carlos reservation on the Gila River. Many fled. From 1877 to 1880, a Mimbreño named Victorio and 80 warriors raid in Mexico, Texas, New Mexico, and Arizona, pursued by U.S. and Mexican troops. Victorio and more than half his band die in the Battle of Tres Castillos in 1882.

While U.S. troops pursued Victorio's band, a Chiracahua Apache warrior named Geronimo led more than 75 followers from the San Carlos reservation to raid in Mexico. In April 1882, they returned and gathered more followers. The army recalled General George Crook from his campaign against the Sioux. Geronimo surrendered twice in the following four years, only to escape. Finally, General Nelson Miles and 5,000 soldiers pursued Geronimo and his 23 remaining raiders. After nearly six months of eluding the troops, Geronimo gave himself up and was sent in chains to Florida.

Great Plains

In the fall of 1851, 10,000 representatives from nine Indian nations attended a conference at Fort Laramie. The Indians received gifts, and agreed to allow roads and Army posts in return for annuities of $50,000 for 50 years (the Senate cuts this to 10 years before ratifying the treaty).

In 1854, a Sioux named High Forehead kills a Mormon's stray cow. Despite promises of restitution, Fort Laramie sent 30 infantrymen and two cannon to arrest the man. When refused, the troops fired and were killed in the ensuing battle. A retributive attack killed 85 Sioux, and captured 70 women and children.

In 1862, white traders supplied the Santee Sioux with moldy bacon and wormy flour, and the Sioux crops failed. In August, Little Crow and his warriors raided settlements and trading posts. Nearly 400 whites died the first day of the Minnesota Massacre. The Sioux killed whites for six weeks. The army's artillery finally scattered them at Wood Lake, September 23.

Early in the winter of 1864, Colonel J.M. Chivington reported having killed nearly 500 Cheyenne warriors at Sand Creek in eastern Colorado. In fact, his troops had massacred 123 — 98 of them women and children. Cheyenne, Arapaho, and Sioux chiefs joined to wage war on the whites.

In 1865, Sioux under Red Cloud, Sitting Bull, and Spotted Tail attacked army work parties and patrols along the Bozeman Trail and in Wyoming and Montana. In December 1866, Red Cloud and 1,500 warriors killed Captain Fetterman and 80 cavalrymen. Despite white victories, the Fort Laramie Treaty of 1868 abandoned the Bozeman posts when Red Cloud promised to halt the raiding. The government reserved western South Dakota, including the sacred Black Hills, for the Sioux. Gold brought illegal miners in 1874.

In 1876, Sitting Bull called every Sioux, Cheyenne, and Arapaho band, on the reservation or not, to gather at Rosebud Creek. Crazy Horse led 700 Sioux and Cheyenne warriors against General Crook's 1,000 soldiers (including 300 Crow and Shoshoni), driving them off. The Indians gathered in an enormous encampment at the Greasy Grass River — Little Big Horn to the whites. On June 25, 1876, they wiped out the overconfident George Custer's troops.

The Indian victory shocked the nation, and the army redoubled its efforts. Within a year, Crazy Horse led 1,500 braves in full war regalia onto a reservation. Sitting Bull led his people into Canada to escape the army in 1877, but surrendered four years later.

In November of 1890, officials banned the Ghost Dance cult (see sidebar, p. 64), for fear of another uprising. When the rites continued, troops moved in. Chief Sitting Bull resisted arrest, and was slain. Soldiers found Chief Big Foot and his band on their way to a reservation, and ordered them to make camp at Wounded Knee Creek. On the morning of December 29, soldiers confiscated the Indians' weapons; a deaf Indian's rifle discharged. People started shooting and the Indians ran for cover. Soldiers opened fire with their Hotchkiss machine guns. In less than an hour, more than 150 Indians, many women and children, were dead. Colonel Forsyth, in charge of the command, was charged with the killing of innocents but exonerated. Except for a few isolated incidents, the Indian Wars were at an end.

The Mounties

Founded in 1873, the Mounties keep order in the North West Territories. The original 300 Mounties forced U.S. whiskey traders south of the border, then quelled Indian uprisings. Mounties protected settlers and Indians from each other and enforced the law. They gained a reputation for fair, peaceful dealings with Indians and were generally quite successful with them. In 1895, they kept the law in the Yukon gold fields.

Mounties wore scarlet dragoon jackets, grey riding breeches or blue trousers, and tall brown boots with attached spurs. For dress they wore a white cork helmet and tall black boots with attached spurs. Brown or black slouch hats were popular for everyday wear.

Until 1876, troopers carried .577 Snider-Enfield breech-loading carbines and .45 Adams revolvers (use the stats for Metal Cartridge Carbine and Colt .45 Army respectively). They then adopted the carbine version of the Winchester '76.

Range Wars

Violence plagued the heyday of the cattle kings, from 1866-1886. Rustlers, sheepmen, and barbed wire caused problems for ranchers during the conflicts known as Range Wars. (See the *Lincoln County War,* and the *Johnson County War,* p. 108.)

Rustling

Rustlers stole ranchers' cattle and horses; vigilante committees of armed, mounted cattlemen punished the thefts. They often struck at night, setting fire to rustlers' cabins and shooting them as they ran out, or seized the sleeping men and lynched them at "necktie parties." Those left to twist in the wind often had papers reading "Horse Thief" or "Cattle Thief" pinned to them. Even the U.S. Army couldn't hold onto captured rustlers if the vigilantes wanted them dead — angry cowmen sometimes took prisoners right out from under the Army's nose.

Cattlemen vs. Sheepmen

In the 1870s, sheepmen searching for unclaimed range land instead found cattlemen and their cattle. Ranchers threatened the sheepmen and their animals, describing "deadlines" the flocks could not cross. Unwilling to be "sheeped out," they killed sheep and sometimes herders as well. They poisoned flocks with saltpeter (not poisonous to cattle) and strychnine-laced grain. Cowboys rode through flocks, clubbing or shooting sheep to death. They tossed dynamite into flocks and set fire to penned sheep. They herded flocks over cliffs — "rimrocking" — or into quicksand. Confrontations continued into the 20th century.

The Fence Cutter War

Barbed wire (available in 1874) brought the Texas Fence Cutter War in 1883. Large ranchers had bought and fenced much of the best pasture land, and smaller ranchers who still depended on open rangeland feared that the big concerns would put them out of business. The fences troubled settlers, too — some ranchers strung their fences across the public roads.

The settlers and small ranchers formed secret societies to remove the fences. They cut the fences by night, often burning the ranchers' fenceposts and grasslands as well. They sometimes left notes demanding gates and access to watering holes — they sometimes left coffins.

State legislation in 1884 made illegal fencing a misdemeanor and demanded gates per every three miles of fence; fence cutters got 1-5 years and pasture burners 2-5. Texas Rangers enforced the laws.

See *Lincoln County War* and *Johnson County War,* p. 108.

7 LEGENDS OF THE OLD WEST

Sometimes true, sometimes false, always larger-than-life, Western legends fascinate Westerners, Easterners, and the rest of the world. There's sometimes little difference between the tactics and activities of the Western heroes, whether they're marshal, outlaw, or soldier. Western settlements offer everything from the wild lawlessness of the cowtown to the "urban unrest" of a growing metropolis. From dusty cowboy camp to struggling frontier settlement to Indian stronghold, the West offers every imaginable type of location. And the most famous Western events tend to involve guns and blood . . .

Wild Bill Hickok

Teamster, stagecoach driver, guide, scout, spy, Indian fighter, sharpshooter, marshal, snappy dresser, womanizer, and story teller, James Butler Hickok was the ideal man of the American West. Everyone admired his handsome, manly physique, and — when he wasn't telling stories about himself — quiet manner. He wore his hair long and dressed like a dandy. Visits to gambling halls called for a frock coat, silk vest, and loud trousers. When on the trail, fancy furred and fringed buckskins did nicely. He always wore two pistols, even while sleeping — a practice some disdained as too flashy. His custom-built Colt pistols fired as soon as he released the hammer and his Sharp's rifle was never far away.

Bill's marksmanship was legendary. He could stand between two telegraph poles and fire two pistols simultaneously, hitting both poles. He could shoot a cork into a bottle without so much as nicking the glass. He could hit a dime flipped into the air at 50 paces. And he shot from the hip, never seeming to take careful aim. But he counseled one man: "Whenever you get into a row, be sure and not shoot too quick. Take time. I've known many a feller slip up for shootin' in a hurry."

One day Bill was riding on the Deadwood stagecoach, whiling away the trip by shooting squirrels for the passengers' amusement. Five bandits surprised the stage just as Bill had emptied all but four of his chambers. He dropped four men with his remaining four bullets. Things looked dire as the bandit captain smiled and leveled his shotgun at Bill. But Bill flung his revolver at the captain, splitting his skull. "Well, I saved the Vigilantes a little job that time, all right," Bill remarked as he settled back into his seat.

Bill's horse, Black Nell, could pull as many tricks as her owner. She saved his life many times by suddenly dropping flat as though dead. He kept her in practice by galloping up to saloons, letting her tumble to the ground, then calmly dismounting and dusting off his clothes. Nell also won many wagers for Bill by lying on billiard tables on command.

Bill's stint as marshal of Abilene in 1871 was pretty quiet. Bill spent most of his time at the gaming tables, keeping order with his reputation rather than his trigger finger.

At the age of 39, a stranger shot Bill in the back of the head as he played poker in Deadwood. Bill was buried in the town. His body, exhumed three years later, was miraculously preserved — as though it had been naturally embalmed.

Jesse James

From 1866 to 1881, the James gang captivated the nation with their daring exploits. Jesse robbed only "plug hat gentlemen" (who didn't work for their money) and Northerners. He never robbed women or preachers. Jesse delighted in giving train conductors notes describing his heists to be printed in the newspapers — the only detail missing was the amount taken.

Robbing a Train

On July 21 1873, near Adair, Iowa, Jesse and Frank James robbed their first train, reported to be carrying $100,000 in gold. Their gang of eight found the perfect ambush spot, where the railroad ran around a sharp curve through a deep cut.

The train was due to roll by at 8:30 p.m. The boys loosened a rail, tied a rope to it, and hid in a dense thicket. When they saw the train, they pulled the rope, shifting the rail. The train flew off the track sideways, slamming into the rock wall. The engine exploded, and seven passenger coaches telescoped.

Some of the gang headed for the express car, some for the surviving passengers. The express messenger groaned on the floor, his arm broken. They forced

Hugh Glass, Man in the Wilderness

In 1823, Hugh Glass was mauled by a grizzly bear and left to die. Andrew Henry, in charge of the expedition, asked for two volunteers to stay behind to give the man a decent burial. John Fitzgerald and Jim Bridger agreed. After a while, whether thinking Hugh dead or fleeing some danger themselves, the two men abandoned their companion, taking his rifle with them.

But Hugh survived. He dragged himself to a nearby spring, where he ate wild cherries and buffalo berries for more than a week. Then, with only a razor for a weapon, he staggered off toward Fort Kiowa on the Missouri river. At first he could barely cover a mile in a day. Finding a pack of wolves with a freshly killed buffalo calf, he drove them off by setting fire to the grass and ate his fill. Finally he reached Fort Kiowa, 200 miles away.

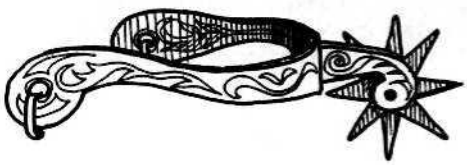
Learning that Andrew Henry was building a fort on the Big Horn river, Hugh headed for the Yellowstone in search of the men who abandoned him. There he found Jim Bridger, whom he forgave. Hugh finally caught up with John Fitzgerald at Fort Atkinson. Demanding his rifle, Hugh gave John a tongue lashing. "Settle the matter with your own conscience and your God."

Ten years later, Hugh Glass died at the hands of Arikara Indians on the Yellowstone.

Buffalo Bill

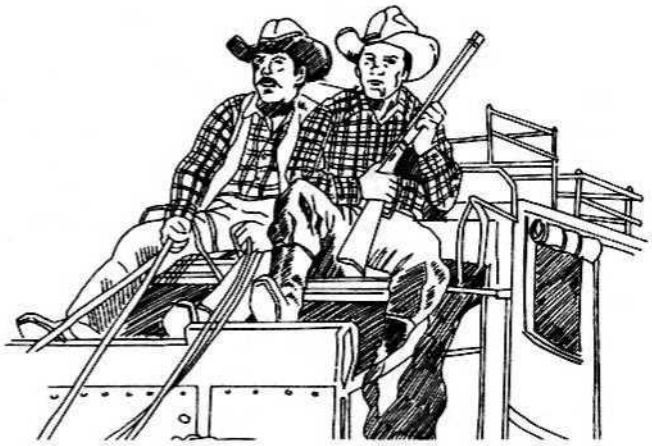
William Frederick Cody became a freight firm messenger at the tender age of 11 and a Pony Express rider at 15. He won his nickname in the late 60s by feeding the Kansas Pacific construction crews with nearly 4,300 buffalo in 18 months. As chief of scouts from 1868-1872, he tracked Cheyennes in Kansas and Nebraska for the 5th Cavalry. On a mission to rescue two messengers from the Cheyenne, he also took "the first scalp for Custer" from chief Yellow Hand on July 1, 1876.

Western author Ned Buntline spun a series of dime novel tales romanticizing Bill's scouting days. Their popularity spurred Bill to write and act in a play about himself called "The Scouts of the Prairie." Encouraged by its success, he launched a "Wild West" show in 1883. It offered cowboys busting broncs, Indians (including Sitting Bull) attacking the Deadwood stage, a buffalo hunt with genuine buffaloes, a Pony Express ride, and feats of marksmanship — including Annie Oakley shooting cigarettes out of her husband's mouth. Bill brought the Wild West show across the United States — it played well and often in Madison Square Garden — as well as Europe.



Calamity Jane

Born Martha Jane Canary, Calamity Jane moved from sedate Princeton, Missouri to Virginia City, Montana, at the age of 13. In 1872, the 24 year old Jane surfaced in Deadwood, South Dakota, wearing men's clothing and claiming that she was a Pony Express rider, a scout for Custer, and an excellent sharpshooter. She became famous for her profanity, drinking, and tall tales, including a claim that she married Wild Bill Hickok. Dime novels portrayed her and Deadwood Dick battling desperadoes in the Black Hills and she toured with Wild West shows during the 90s.



him to open the safe but found only $3,000 in paper money. They took the messenger's pocket watch and $10 cash as well. The frightened passengers were easy prey, but had only another $3,000 in money and jewelry.

Although disappointed, the gang rode south shouting farewell and waving their hats. They were further disappointed to learn that the gold shipment was on the *next* train.

Succoring a Widow

One day the James gang stopped at a Missouri farmhouse for lunch. The lone woman hesitated at first, then let them in when they offer to pay. They noticed her weeping quietly as she made eggs and coffee — seemingly the only food she had around the small place. Jesse, who couldn't stand a woman's tears, asked why she was crying.

"Oh, seeing you all makes me think of the days when my husband was alive." She and her little children were about to be turned out of the house because she couldn't pay even a dollar of the $1,400 mortgage, which was due that very day. "Huh, that so? Well, ma'am," said Jesse, blinking back tears, "now I don't know about that; I — well, now, I think maybe you won't lose your farm after all."

After the gang wolfed their lunch, Jesse counted out $1,400, explaining that she must take it and pay off the mortgage. The stunned woman gratefully accepted the gift, and listened carefully to Jesse's instructions to write up a receipt and make the banker sign it in ink. The gang rode off as the widow, now weeping for joy, waved goodbye.

The gang hid in some bushes down the road, and saw the banker pass by. But he didn't pass them twice without being relieved of the money he'd just collected from the widow.

Kit Carson

In 1824, at the age of 15, Christopher Carson left Missouri on a trade caravan bound for Santa Fe. He was short at 5'4", but, as one admirer remarked, "cougar all the way." Kit became a trapper and roved the West for the next 15 years. During one Rendezvous, Kit made a name for himself by besting a loud Frenchman. Kit told the man to leave off bullying the other trappers, or he "would rip his guts." The man grabbed his rifle and his horse; Kit grabbed a horse and a pistol. With their horses nose to nose, Kit, being "prepared . . . allowed him to draw his gun," and they both fired at the same time. The man's rifle trimmed a lock of Kit's hair — Kit's ball splintered the man's hand. Kit later noted: "During the remainder of our stay in camp we had no more bother with this French bully."

In 1842 Kit made a friend in explorer Charles Fremont, who touted him as the "Hawkeye of the West." He led Fremont's three expeditions into the West from 1842 to 1846. The third expedition became embroiled in California's Bear

Flag Revolt, and Kit became guide, fighter, and messenger against the Mexicans.

Near Modoc Lake, Kit single-handedly drove off overwhelming numbers of Modocs who had surrounded Fremont's men. He circled the battle, picking off an Indian every few minutes, until the Indians fled, thinking themselves surrounded. He also carried military dispatches 3,000 miles to Washington in record time. He put his brief stays in Washington to good use, making influential friends.

In 1853, Carson bought a ranch and tried to settle down. His fairness and sympathy for the Indians' plight won him the job of Indian agent at Taos in March 1854. During the Civil War, he became a full-time Indian fighter, and helped break Navajo resistance. Kit established Fort Sumner to keep watch over the Indians at Bosque Redondo. Kit's intercession with Washington helped the Navajo return to their own lands.

After the war, Kit was made brevet Brigadier General for "gallantry and distinguished services." He settled down in 1868 when he made Superintendent of Indian affairs for Colorado Territory.

On his deathbed at Fort Lyon that same year, Kit demanded a large dinner and a pipe. Warned that this would kill him, he repeated, "No matter. Bring me some fust rate doin's, a buffler steak, my pipe and a big bowl of coffee." Kit died satisfied after two pounds of meat and a pipeful of tobacco. He was given a general's funeral and buried in Taos.

San Francisco

Gold made San Francisco. In 1847, the village of Yerba Buena supported 459 souls — only one a miner. Two years later, the city of San Francisco boasted 25,000 inhabitants.

For ten years, San Francisco was the hub of the earth. Every ship, wagon train, and stagecoach brought miners, merchants, traders, speculators, gamblers, and prostitutes. Americans, Europeans, Canadians, Chinese, Australians, Mexicans, South Americans, and more poured into the city as fast as they could get there.

The city consumed the multitude and spit out gold. $345 million in gold dust was shipped east during the decade. Miners felt it bad luck to head back to the claim without spending every speck of gold dust. Inflation and expensive pleasures helped them achieve their goal. Eggs cost $1 apiece and any stevedore who hadn't high-tailed it to the diggings made $30 a day. Some 550 bars, 46 gambling houses, and 48 brothels dotted the city. A miner could eat a fancy dinner, stroll a few doors down and bet $20,000 on a card game, then finish the evening with a $600 visit with an exotic foreign courtesan.

The city's unpaved streets became quagmires in spring rains — sleeping drunks drowned in the mud and mired horses had to be shot. People didn't bother to build anything more permanent than tents and hasty wooden buildings. Abandoned ships became hotels, churches, and even jails. Miners could hardly recognize landmarks from one trip in town to the next.

Six fires razed the ramshackle city. The first started on Christmas Eve, 1849, when a black man stabbed by a bartender knocked over a lantern as he fell to the floor. The last big fire, in June 1851, destroyed $25 million worth of property.

The rank weed of crime flourished in the filth of the city streets. The city's waterfront was nicknamed the Barbary Coast. Its prostitutes, gamblers, confidence men, and even its boarding house owners drugged, beat, and robbed their customers for decades. Chinese gangs called Tongs dealt in opium, gambling, prostitution, and slavery. The "Sydney Ducks" from Australia started fires to loot the city at their convenience.

Belle Starr

Belle Starr was known for her horsemanship, vocabulary, and career in cattle rustling. She had a child by Cole Younger in the late 60s. She married desperado Jim Reed in 1872, who left her a widow two years later. Belle then turned her hand to a livery stable in Dallas, which she used as a cover for selling friends' rustled stock. In 1880 she married an Indian named Sam Starr and moved to Indian Territory, providing her erstwhile companions with a handy hideout.

Her married life yielded many anecdotes. When her husband lost $2,000 at faro, Belle retrieved it and $5,000 for her trouble at gunpoint, "proving that a pair of six-shooters beats a pair of sixes." While riding with her husband one day, Belle's hat blew off. She waved her Colt at her inattentive husband: "Get down there and pick it up, you ignorant bastard! Haven't you got any manners when you're with ladies?"

Belle and Sam spent 1883 in the Detroit pen for horse theft. Belle was widowed again in 1886, and killed by an unknown gunman while riding near her Oklahoma home in 1889.

General George Armstrong Custer

After graduating 36th out of his class of 36 at West Point, Second Lieutenant Custer threw himself eagerly into the Civil War. Nearly every charge of his Third Cavalry Division (including a particularly daring raid at Gettysburg) succeeded brilliantly. His military success coupled with his flamboyant attire and personality made him the darling of both General Sheridan and the country.

As a United States Volunteer, he rose rapidly in rank — Brigadier General at 23 and Major General at age 25. In 1866 Sheridan secured his appointment as Lieutenant Colonel of the 7th Cavalry, Regular Army. Custer was unwilling to bend to military requirements but led highly successful sorties against Arapahoe, Cheyenne, Comanche, Kiowa, and Sioux.

In 1867, he was court-martialed and suspended for one year without pay for deserting his post to visit his wife. The next year he made a name for himself as an Indian fighter when he destroyed Black Kettle's Cheyenne village at the Washita. In 1873, Custer and the 7th protected railroad surveyors in Dakota territory. In 1874 Custer helped open the Black Hills — land sacred to the Sioux and Cheyenne — to gold miners. He then warred against Crazy Horse, Sitting Bull, and other chiefs who tried to drive the miners from the land.

On the morning of June 25, 1876, Custer took a brief look at a small part of a combined Sioux and Cheyenne encampment — which he didn't realize was actually several thousand warriors strong. Too impatient to wait for reinforcements, he split his command and attacked. Hopelessly outnumbered, his 260 soldiers died to a man. The sole survivor of Custer's command, a horse named Comanche, lived out his remaining years at Fort Lincoln, where he grazed in the flower beds and drank buckets of beer soldiers bought him on payday.

The first Vigilante Committee, formed in 1851, hanged four of the Ducks and ran others out of town. A second Committee in 1856 cleaned up the town again.

Comstock Lode silver, which drained miners from California, transformed San Francisco into a banking, commercial, and cultural center in the 1860s.

Dodge City

Founded in 1872 to serve nearby Fort Dodge and the buffalo hunters, the tiny Dodge City settlement boomed with the heyday of the cattle drives. In 1877, Dodge saw nearly 300,000 head of cattle, and 500,000 in 1882. The cattle shipped out on the Santa Fe railroad, or were driven along to Wyoming and Montana.

For 10 years, no other town could match Dodge City's reputation as a wild, lawless cowboy heaven. Most of its 700 permanent citizens were afraid to walk

along Front Street after dark. But its dens of iniquity were a welcome oasis to dusty cowboys. The Dodge saloons never closed — the owners threw away the keys on opening day. Drinking, gambling, sex, and the occasional shooting were the cowboy's chief amusements while in town.

Fifteen died in Dodge each year of its ten-year peak: Boot Hill received the unfortunate. Vigilance committees punished the worst offenses.

The Masterson brothers were the law in Dodge for a while. Ed was town marshal, and Bat was Ford County sheriff from 1878-1880. Wyatt Earp also joined the fun as marshal. Earp's friend, the consumptive Doc Holliday, spent some time in Dodge, gambling and cavorting with his girlfriend "Big Nose" Kate.

Kansas farmers finally make an end of Dodge. The fear of Texas Fever (p. 120), carried by longhorns, pushes the drives farther and farther west during the 70s and 80s. In 1885 the state legislature forbids cattle drives in Kansas entirely, and the cattle-based economy and bullet-riddled wooden buildings of Dodge sink slowly into decline.

Gunfight at the O.K. Corral

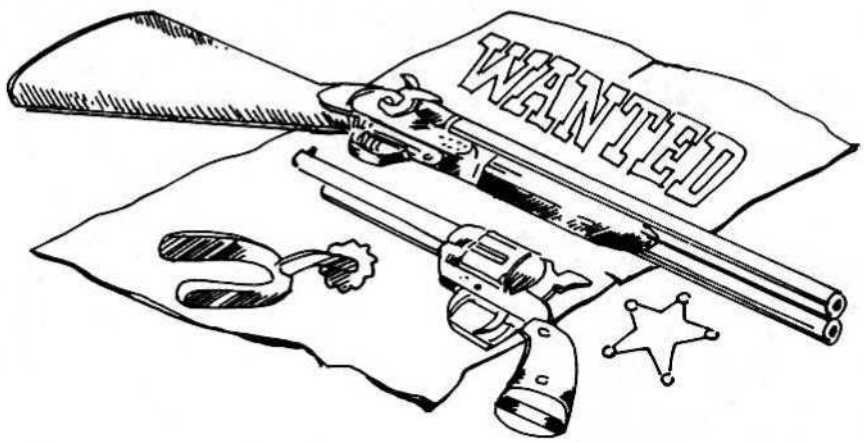
The "facts" of this most celebrated of gunfights are fuzzy at best. Here's one possible reconstruction, in ***GURPS*** terms, of the combat.

Virgil Earp was the marshal of Tombstone, a silver mining town in southwestern Arizona. Wyatt Earp was his assistant marshal, and Morgan Earp was a part-time policeman. Wyatt's friend John "Doc" Holliday was a hot-tempered dentist and gambler. Ike and Billy Clanton and Tom and Frank McLaury were cowboys from local ranches who rode into town to whoop it up and sell their rustled cattle — Billy even rode around town on Wyatt's stolen horse.

On the morning of October 26, 1881, the Earp faction argued with the cowboys and pistol-whipped two of them. Around 2 o'clock, Sheriff Behan, fearing violence, stopped the Clantons and McLaurys on Fremont Street near the O.K. Corral. The Earps and Holliday appeared, approaching the group at a slow walk. The sheriff bustled up the street to stop them but they brushed past him.

The Earps stop barely six feet away from the cowboys. Each has a pistol out (Doc also has a double-barreled shotgun concealed under his long coat). Billy and Frank have revolvers; Ike and Tom are unarmed. Frank is holding the reins of his horse, with a Winchester in a saddle scabbard.

Virgil shouts "Boys, throw up your hands. I want your guns." Three put their hands up, and Tom opens his coat to show he has no weapons, saying "I haven't got anything, Boys, I am disarmed." Billy adds, "Don't shoot me, I don't want to fight."



The Comstock Lode

Former fur trapper Henry Comstock, also known as Old Pancake, discovered gold a mile up Mount Davidson, Nevada, in June 1859. Prospectors drawn to the site found that heavy blue sand interfered with their panning for gold flakes. One curious individual had the sand assayed — the ore, rich in silver, was worth $4,700 a ton. During the next three decades, Comstock gold and silver fetched nearly $400 million. Henry Comstock had sold his share of the claim for a paltry $11,000. Eleven years later, he went insane and killed himself.

The Comstock Lode needed big business to make it work. The largest veins were unbelievably rich — several hundred feet thick — but more than half a mile into the mountain. An eight-mile complex of horizontal tunnels branched off the 3,000' vertical shafts blasted out of the mountain's bowels.

Technical difficulties plagued the mine. The usual timbering methods proved useless against the crumbly ore. The problem of getting enough air to the miners swinging their picks and using their hand drills (eventually replaced with the new power drill) in the deepest shafts necessitated a complicated ventilation system. The temperatures 2,300 feet into the mountain reached 120 degrees, and topped off at 150 degrees. Ice was lowered down the shafts to the crews — each worker was allotted 95 pounds a day. The lowest shafts were always in danger of flooding, despite powerful pumps drawing off nearly a quarter million gallons of scalding water a day. The Comstock killed on average one worker a week.

Turn 1: Doc walks up to Frank and sticks his pistol in Frank's stomach. Morgan shoots at Billy, hitting his right wrist.

Turn 2: Doc shoots Frank in the stomach. Morgan shoots Billy in the chest.

Turn 3: Billy falls back against a building clutching his chest wound. Frank is stunned.

Turn 4: Wyatt walks up to Ike. Tom moves toward Frank's horse. Frank is still stunned. Billy slides down the building's wall to the ground.

Turn 5: Frank, holding his belly wound, staggers into the street, leading his horse. Billy is stunned. Wyatt shoves his pistol into Ike's stomach, saying "Throw up your hands . . ."

Turn 6: ". . .you son of a bitch!" Ike grabs Wyatt's pistol with his left hand, Wyatt's shoulder with his right. Tom tries to grab the Winchester on Frank's

In Search of Golden Cities

16th-century Spaniards heard tales of seven golden cities lying to the north of Mexico. The largest of these, Cibola, had streets paved with gold and four-story houses ornamented with precious gems. It was "a place of many people, streets and squares, and in some parts there were houses eleven stories high . . . the entrances and fronts of the principal buildings were of turquoises. . ."

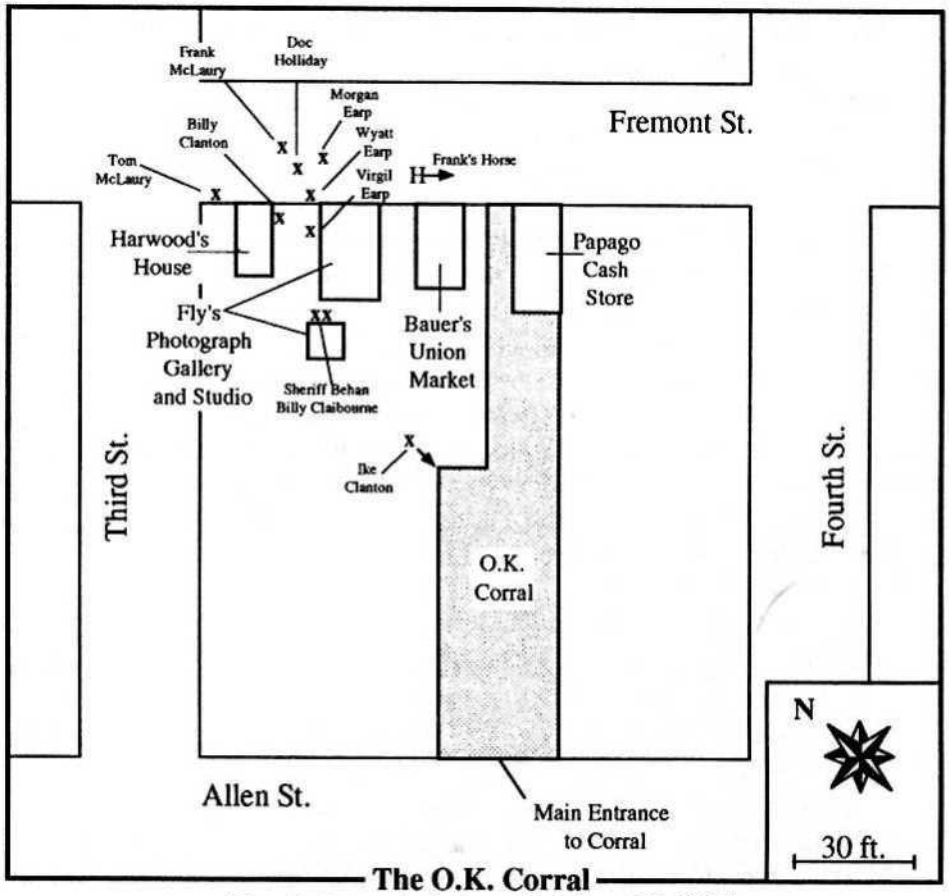
Stirred by the stories of wealth and riches, Francisco Vasquez de Coronado set out with 300 mounted Spaniards, herds of pigs and sheep, and six swivel guns to find the fabulous cities. (He picked up 1,000 Indians along the way.) When at last he reached the land of the cities of gold, he found instead the pueblos of the Zuni Indians. Disappointed, he sent his lieutenants to search the surrounding region. Hernando de Alvarado returned from the Rio Grande with tales of the wealthy kingdom of Quivara.

Coronado was fascinated by a Plains Indian, nicknamed "The Turk," brought back by Alvarado. Following the tales he told, Coronado and his men marched through Texas to what would become Oklahoma and into Kansas. They reached Quivara, but The Turk's tales were somewhat exaggerated. Instead of gold and silver and jewels, they found the humble villages of the Wichita Indians. Disappointed, Coronado returned to Mexico. His expedition took two years and costs many lives — both Spanish and Indian. Despite his failure, tales of lost cities and Indian gold survived.

Legends of the White Stallion

There was a Plains tradition of a magnificent white stallion; some versions have place him with a collection of sleek and beautiful mares, in others he is forever roaming, solitary and alone. He had a multitude of names, including the Deathless Pacing White Mustang, the Ghost Horse of the Plains, the Phantom White Stallion, White Lightning, and the Prairie King. The Kiowas said arrows and rifle balls could not touch the phantom mustang, and that he could run unscathed through a prairie fire. The Blackfeet believed he could breed warhorses that made the rider invulnerable in battle. White tales claimed he was too swift to be caught.

Other stories told of Black Devil — a murderous, fighting stallion who killed any man who dared throw a rope around him.



The O.K. Corral
Tombstone, Arizona, October 26, 1881

horse, which shies. Frank staggers about with his horse, trying to draw his pistol. Billy steadies himself against the building.

Turn 7: Ike and Wyatt grapple. Tom tries to use Frank's horse as cover. Frank staggers about with his horse, trying to draw his pistol. Billy continues to prop himself up against the building. Doc puts his pistol in his pocket.

Turn 8: Ike and Wyatt grapple. Doc removes the shotgun from his overcoat. Frank draws his pistol. Billy draws his pistol with his left (off) hand.

Turn 9: Doc readies the shotgun. Frank readies his pistol. Billy readies his pistol. Wyatt says "Go to fighting . . . "

Turn 10: " . . . or get away!" Wyatt fires his pistol without hitting anyone. Ike runs away. Frank's horse bolts, exposing Tom. Frank aims. Billy braces his pistol against his knee.

Turn 11: Doc empties both barrels into Tom's chest. Frank fires and misses. Ike runs away. Billy, his pistol braced against his knee, aims.

Turn 12: Tom clutches at his chest wound and staggers away. Billy fires, plugging Virgil's thigh. Virgil falls to the ground. Ike runs away. Frank aims. Doc throws down the shotgun.

Turn 13: Tom staggers away. Virgil crouches. Ike runs out of range. Frank shoots and misses. Doc draws his pistol from his pocket.

Turn 14: Tom falls to the ground, dead. Virgil stands. Frank aims, shouting "I've got you now!" Doc readies his pistol and aims.

Turn 15: Frank shoots at Doc, and takes a neck wound from Morgan. Doc replies "You're a good one if you have!" while he shoots at Frank, and takes a flesh wound in his hip. Morgan shoots at Frank. Billy steadies himself against the building.

Turn 16: Frank staggers away. Doc yells "I'm shot right through!" and Morgan exclaims "I got him!" Billy braces his pistol against his knee.

Turn 17: Frank falls to the ground. Billy aims his braced pistol.

Judge Roy Bean, Law West of the Pecos

Judge Roy Bean was made Justice of the Peace in 1882. His courthouse was the Jersey Lily, a saloon in Langtry, Texas. The judge opened proceedings with "Hear ye! Hear ye! This honorable court's now in session; and if any galoot wants a snort afore we start, let him step up to the bar and name his pizen." After the case was heard and the jurors — whoever was in the bar at the time — delivered the verdict, Bean delivered sentence. Rustler Carlos Robles, who spoke no English, got one of Roy's most florid deliveries: "Carlos Robles, you have been tried by twelve true and good men, not men of yore peers, but as high above you as heaven is of hell; and they've said you're guilty of rustlin' cattle. Time will pass and seasons will come and go; Spring with its wavin' green grass and heaps of sweet-smellin' flowers on every hill and in every dale. Then will come sultry Summer, with her shimmerin' heat-waves on the baked horizon; and Fall, with her yeller harvest-moon and the hills growin' brown and golden under a sinkin' sun; and finally Winter, with its bitin', whinin' wind, and all the land will be mantled with snow. But you won't be here to see any of 'em, Carlos Robles, not by a dam' sight, because it's the order of this court that you be took to the nearest tree and hanged by the neck till you're dead, dead, dead, you olive-colored son-of-a-billy-goat!"

Bean once delivered a sentence of not guilty upon an Irishman accused of murdering a Chinese railroad worker. After thumbing through his lawbooks, Roy declared that he'd be "damned if I can find any law against killing a Chinaman."

Called to investigate a man who fell from a nearby railroad bridge, Bean discovered $40 and a six-shooter in the corpse's pocket. He judged that the man had been wrongfully carrying a concealed weapon and fined him $40.

Bean's pet bear Bruno, chained in the yard, chugged bottles of beer and sobered up drunks before they came before the bench — a drunk chained next to him made a nice diversion.

Turn 18: Frank staggers away. Billy shoots Morgan in the shoulder and falls to the ground, crying "I'm hit!"

Turn 19: Frank falls, near death. Morgan crouches.

Turn 20: Morgan stands. Billy aims.

Turn 21: Morgan shoots at Billy. Wyatt shoots at Billy. Billy takes a shot in stomach.

Turn 22: Billy slumps to the ground, mortally wounded.

Prone and dying, Billy tries to cock his gun. A bystander takes it away as Billy demands more cartridges.

By the end of the day, Frank, Tom, and Billy were dead. Virgil, Morgan, and Doc were wounded, but recovered. Ike and Wyatt escaped unharmed.

In December, an unknown gunman's bullet shattered Morgan's arm as he walked along the street in the dark of the night. In March of 1882, a *Clanton* supporter shot Morgan in the back as he chalked his cue at a Tombstone billiard parlor. Dying, a bullet in his spine, Morgan remarked to brother Wyatt, "This is the last game of pool I'll ever play."

The Lincoln County War

Lincoln County, New Mexico, was a barely restrained, badly-governed hotbed of lawlessness in the 1870s and 1880s.

The Lincoln County War began with Alexander McSween, a young lawyer. He's joined by John "Jinglebob" Chisum and a young Englishman named John Tunstall in an attempt to break the Murphy-Dolan-Riley monopoly that owns the store, bank, hotel, saloon, freighting, and law in Lincoln town and county.

Skirmishes between the two factions began in 1875, when McSween refused to sell a dead client's 300 head of cattle to Murphy. In 1877 McSween, backed by money from Chisum and Tunstall, built a rival store in Lincoln, which he named Tunstall and Company. Murphy-Dolan-Riley tried to force the newcomers out of business before they could become real competition. Sheriff Brady's threats kept McSween's potential customers away.

The local magistrate slapped attachments on all McSween's property — which included Tunstall's ranch. A needlessly large posse of 30 men, including six "known outlaws," set out on February 18, 1878 to raid the ranch. Tunstall, tipped off the night before, headed into town accompanied by his hands (including Billy the Kid) to discuss the attachments. The posse gunned Tunstall down in the road, while his outnumbered men scattered.

Within a week, Tunstall's ranch hand Dick Brewer finagled constableship and arrest warrants for the outlaw posse members. Brewer and Tunstall's hands captured and killed two, but couldn't find the others. On April 1, Sheriff Brady and Deputy Hindman were shot from behind a wall as they walked down the street. The Kid and two other Tunstall hands were indicted. The killing brought the army into town, as well as Buckshot Roberts, who took part in the February 18th posse — he wanted the $200 reward for the sheriff's killer. Roberts rode into Blazer's Mill, where Tunstall's hands were holed up. In the ensuing fight, Roberts and Dick Brewer killed one another.

McSween and a dozen men holed up in his townhouse and sniped back and forth with the Murphy-Dolan faction on July 15. Colonel Edward Dudley, a troop of 60, a Gatling gun, and a howitzer from nearby Fort Stanton arrived on the 19th. Dolan's new sheriff Peppin and his men joined the soldiers in the square.

Toward night, fearful that the quarry would escape in the dark, Peppin set fire to the house. About half the men inside, including the Kid, escaped. McSween fell to five slugs as he ran out his front door. The McSween faction was broken, and the county slid slowly into lawfulness.

Billy the Kid

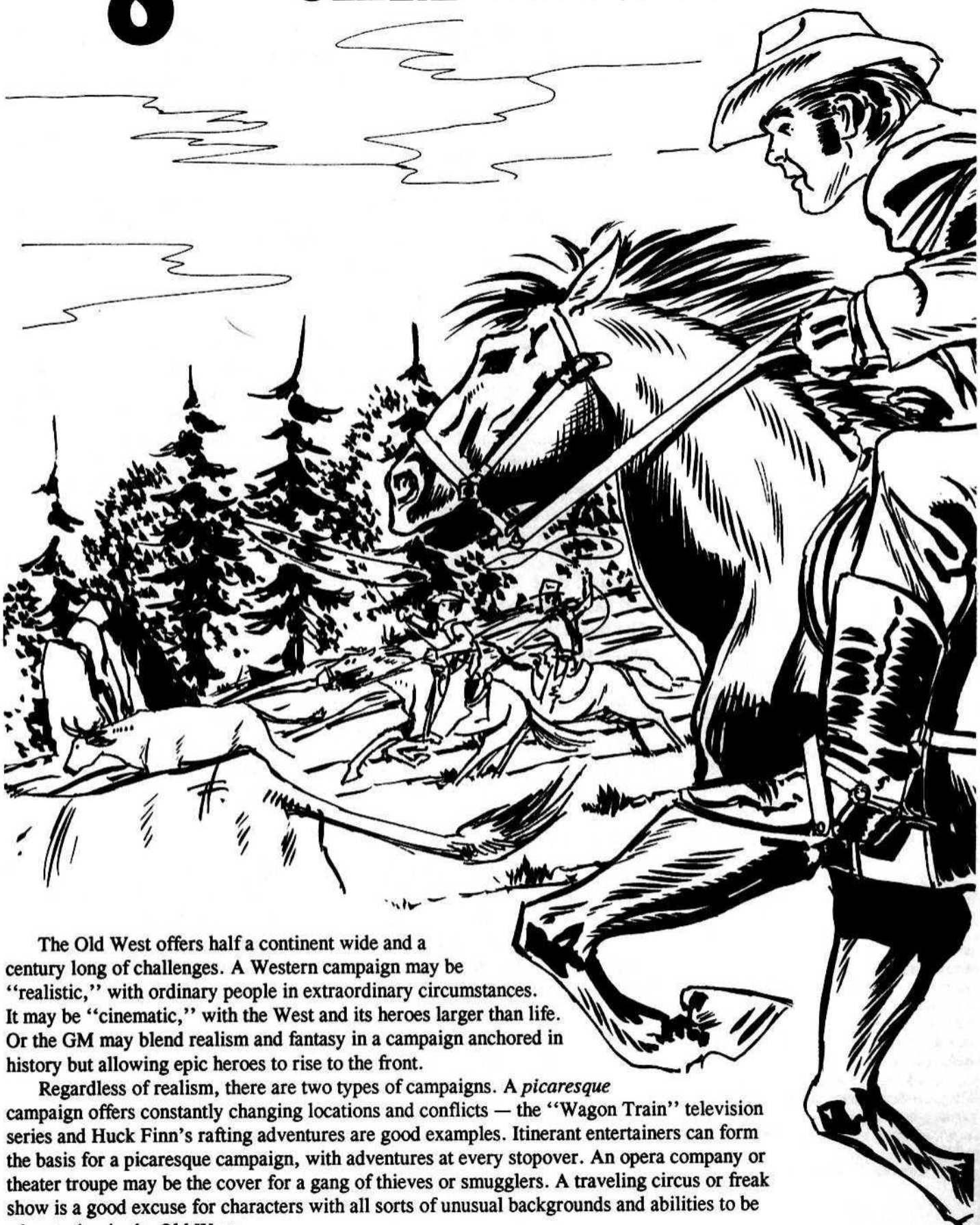
Born in New York City, William Bonney moved with his parents to New Mexico, the most lawless territory in the United States. He spent his youth in saloons and gambling halls, and killed several men before he was 16. Billy rode, shot, and rustled his way through the Lincoln County War, then got himself and his gang into and out of several scrapes and jails. While visiting his friend Pete Maxwell near Fort Sumner, he came into the house and saw Pete talking with another man. As The Kid asks Pete "Quien es?" — "who's that?" — Pat Garret shoots him in the back. Legend says that Billy killed 21 men — one for each of his 21 years.

The Johnson County War

During the 1880s, Wyoming settlers' small ranches and farms encroached on land the big ranchers had used since the end of the Civil War. The big ranchers wanted to keep the land; the settlers resented the big ranchers' entrenched wealth and power. Settlers branded the ranchers' calves and slaughtered their steers. The ranchers responded by hiring gunmen to patrol their pastures. Rustlers complicated the picture.

Vigilante ranchers lynched many suspected rustlers, but trouble continued. The ranchers finally hired 25 veteran gunmen, who were joined by the Wyoming Regulators vigilante group, to kill 70 suspects. The men botched the job, spending an entire day attempting to kill their first victims — two men holed up in a cabin. As they neared the town of Buffalo that night, they heard that the settlers were ready for them and retreated to a nearby ranch. The cavalry arrived just in time to prevent the settlers from blowing up the gunmen and vigilantes by ramming a wagon full of dynamite into the ranch house.

8 CAMPAIGNING



The Old West offers half a continent wide and a century long of challenges. A Western campaign may be "realistic," with ordinary people in extraordinary circumstances. It may be "cinematic," with the West and its heroes larger than life. Or the GM may blend realism and fantasy in a campaign anchored in history but allowing epic heroes to rise to the front.

Regardless of realism, there are two types of campaigns. A *picaresque* campaign offers constantly changing locations and conflicts — the "Wagon Train" television series and Huck Finn's rafting adventures are good examples. Itinerant entertainers can form the basis for a picaresque campaign, with adventures at every stopover. An opera company or theater troupe may be the cover for a gang of thieves or smugglers. A traveling circus or freak show is a good excuse for characters with all sorts of unusual backgrounds and abilities to be adventuring in the Old West.

Timeless Western Plots

A "Hired Guns" campaign may be set in nearly any place or time within the Old West. Railroads, range wars, towns vying for the county seat, political factions battling over elections, and communities overrun by "bad men" all attract hired gunmen.

A "Lawman vs. Outlaw" campaign also fits almost anywhere in the Old West. The PCs can work on either side of the law or, as vigilantes, outside it completely. As mean, tough, outlaws, they can wear black hats. As fun-loving outlaws with a Robin Hood Code of Honor, they can be the darlings of the countryside.

A "Settlers" or "Homesteading" campaign may be a desperate struggle to survive the first winter. The land often refuses to yield its treasures (whether crops or gold). Visitors to remote settlements will be rare, and not always trustworthy. In another settlement campaign, the PCs may found "the fastest-growing city in the West." Troubles with the original survey, difficulties attracting settlers, and the unwanted attention of outlaws can keep the would-be town fathers busy.

An "Indian" campaign may take place before the coming of the white man. Tribal enemies and the hunt provide plenty of excitement. The Indian reverence for the land and its creatures, and a medicine man's special understanding of the ways of the world, encourage mystical and magical adventures as well.

The Alamo

The building called the Alamo originally formed part of the Mission San Antonio de Valero, founded in 1718. (It was called the Alamo Mission because it stood in a grove of cottonwood trees; Alamo is the Spanish name for that tree). The mission was abandoned by the church in 1793; after that it was sometimes garrisoned by the Spanish, then Mexican armies. By the winter of 1836, it was mostly in ruins.

In February, 1836, the old mission-turned-fort had a new garrison, a highly-mixed force of about 180 fighters. They included members of the old Spanish-Mexican families, Anglos from the established colonies, recent emigrants from Europe and the United States, and adventurers looking for fighting and loot.

Two defenders were already famous: Davy Crockett, congressman, soldier, raconteur, hero of popular literature, and Jim Bowie, duellist, speculator, entrepreneur.

Continued on next page . . .

Episodic campaigns stay put — adventures come to the heroes. This doesn't mean the PCs can't leave — but they have a "home base." Most Western television series are episodic — "Bonanza," "The Big Valley," "Gunsmoke," and so on.

Single-shot adventures can fun, too. They're especially good for disparate character groups. A Soiled Dove, a Gambler, a Doc, a "drummer," a Lawmen, and an Outlaw probably wouldn't stick together for long, but they worked fine in "Stagecoach."

Backdrops and Adventure Seeds

Whether the adventure is a one-shot or a long-running campaign, the GM should choose a general setting — both in place and time. Historical events can provide adventure seeds — local wars, bank or train robberies, massacres, or natural disasters — but don't be a slave to historical detail!

Mountain Men and Explorers

Most "official" exploration is done by groups of trained men. A few lone explorers tramp about, driven by the desire to explore the unknown.

The fur trade accommodates lone PCs or small groups. They may have a "home base," such as a fur company's fort, but they rarely stay there long. Goals are usually simple — the search for fame, riches, or a good route West. Company men may connive to make or keep their company Number One in the fur trade.

Negotiating with Indians

The PCs have been sent out by their fur company to open relations with a powerful tribe in the Rockies. But an agent from a rival company arrived first, and has convinced the Indians that the PCs are evil men and not to be trusted. The rival agent intends to cheat the Indians — if the PCs can convince the Indians of this or of their own honesty, they may yet win the alliance.

Man in the Wilderness, Or, The Adventure of Hugh Glass

This adventure is primarily for one PC, who is severely wounded in an accident. His companions (if he has any) abandon him for dead. He must make his way across the wilderness to safety, all the while fending off wolves, hunger, and further injury. See sidebar, p. 101.

Territorial Wars

The first half of the century brims with wars. The War of 1812 heats up New Orleans and the Old Northwest (the Great Lakes Region). The Texas Revolution and the Mexican War involve Texans, Californians, and Americans.

The Texas Rangers (see sidebar, p. 93) see lots of action. A group of Rangers may scout for Sam Houston during the Texas Revolution or spy for Zachary Taylor throughout the Mexican War. Or they may pursue Apache or Comanche raiders or battle Mexican incursions across the Republic's borders.

One campaign goal is simply "to win the war." But PCs may have other goals — such as getting rich from smuggling.

Remember the Alamo!

Perhaps the Texicans could have held the Alamo, *if* reinforcements arrived. Or *if* the old mission's walls weren't in ruins. Or *if* the Mexican Army had been just a little smaller. Or *if* supplies hadn't run out.

Playing "what if" with history can make an exciting one-shot adventure, especially with a battle as well-documented as this. The GM can easily find

maps, time-tables, troop movements, and arsenals for the people involved (see sidebar). Changing just a few "facts" may turn a hopeless situation into something the PCs just might be able to pull off!

Wagon Trains

Emigrants may endure blazing heat, freezing cold, hunger, outlaws and Indians, river crossings, disease, accidents, and natural disasters. The travelers may argue or fight, or become lifelong friends. The travel offers a variety of settings; rest stops in towns or forts provide much-needed respites from endless travel.

The obvious campaign goal is "to get there." The goal of PC wagon masters and scouts may be "to get everyone there alive." And then the pioneers must struggle to wrest a living from the land . . .

A Rock and a Hard Place

The wagon master has called a halt to the journey, while he and a half-breed Indian scout attempt to negotiate supplies from an Indian tribe. (That last river crossing cost the lives of two emigrants, eight mules, and a pair of oxen — and ruined an entire wagonload of flour.) The problem is, the Indians don't have much to offer, and one young brave wants nothing more than to see the whites dead.

'Twas a Miner

A prospecting campaign may begin with the journey West (see *Wagon Trains*, above). Wild mining towns feature vigilantes, outlaws and claim-jumpers. While the mine lasts, the boom town never sleeps. When the strike goes bust, the miners move on and the town dies.

Legends of lost Conquistador gold abound in the Southwest, and prospectors seem forever unable to relocate that rich strike they tried to hide from prying eyes. Almost any character type may be bitten by the "lost treasure" bug.

The obvious goal is to get rich.

Treasure Cave

Rumors have it that the southwestern canyons hide a lost tribe of Anasazi (see sidebar, p. 63) with stores of gold. While in town, the PCs meet a cowboy who claims to have found the "Lost Canyon" while chasing a stray. While searching for the Indians and their gold, the party stumbles on a cave occupied by an outlaw gang (printing their own currency, rustling cattle, stashing bank loot, or otherwise engaged in illegal activity). The gang doesn't take kindly to strangers snooping about . . .

Clash of Cultures

An Indian vs. settler or army campaign may be run from either viewpoint. Attacks and counterattacks should be interrupted by attempts at diplomacy and peace.

The Alamo (Continued)

They weren't quite sure what they were fighting for (trial by jury? adult male suffrage? the right to own slaves? freedom of religion? the Mexican Constitution of 1824? an independent Republic of Texas? a new state for the U.S.?), but were certain who they were against — General Antonio Lopez de Santa Anna (1795-1876), latest ruler of Mexico.

Santa Anna was a notably vigorous adventurer and a major player in Mexican politics for half a century. He was an able soldier, with a fondness for fast marches and bloody massacres. In 1836, he was on the first of his five tries as ruler of Mexico.

Santa Anna, with an army of about 4,000, occupied the village of San Antonio de Bexar on February 23, 1836. He had marched fast, across the desolation of northern Mexico and southern Texas; long experience on both sides of revolts had taught him they were best squelched early. He had a tired army, but no slow-moving heavy artillery. He besieged the Alamo for 13 days (February 23-March 6) and finally carried it by head-on assault, a bloody way to deal with fortified defenders. The details of the battle are controversial; Mexican losses were heavy, perhaps as much as 25%, but Texas losses were total. (On March 20, the Mexicans captured another Texas force at Goliad; 371 surrendered on terms; all but 20 fast and lucky escapees were shot in disregard of those terms.)

Santa Anna pursued the major remaining force, commanded by Sam Houston. At San Jacinto, on April 21, Houston's army turned, defeated Santa Anna's column and captured him. The Texas battle cries were "Remember the Alamo!" and "Remember Goliad!". Houston dictated a peace that included an independent Texas. (Santa Anna had to get home before his rivals could take full advantage of his absence; there was a minimum of dickering.)

The legend of the Alamo was an important part of the intellectual equipment of most late-19th-century Americans (especially Texans). It affected their attitudes toward war in general, toward negotiation as an alternative to fighting ("Texans never lost a battle nor won a peace conference"), and toward Mexico and Mexicans. It was a heritage of valor, an exemplar of heroic conduct and an excuse for any mistreatment of the late enemy.

It also spawned a set of counter-myths for the Mexicans. They range from perfectly credible (not all the defenders died fighting; some surrendered and were shot) to perfectly ridiculous (there were thousands of Yanqui soldiers at the Alamo, preparing to invade Mexico). It is still a contentious symbol for descendants of both sides.

Campaign Crossovers

GMs don't have to restrict themselves to "classic" Westerns. The Indian Magic system can introduce magic and horror to the campaign. And other eras have their share of repentant gunfighters and gritty lawmen — the Roaring Twenties, or the 21st Century.

Martial Arts in the Old West

"Celestials" (Chinese) in San Francisco and other Western areas may know the martial arts. A few Chinese are members of tongs — the gangs that control the opium trade, gambling, prostitution, and slavery. More than 20 tongs flourished in San Francisco from the 1860s to the turn of the century. The *boo how doy*, or "hatchet men," were standing armies of fighting tong members named for their favored weapon. Tong wars involved assassinations, feuding, and sometimes open battle.

A Shaolin priest may seem to have "superhuman" abilities. His unusual combat skills, mystical knowledge, and oriental ways set him apart. ***GURPS Supers, Japan, China*** and ***Martial Arts*** offer different varieties of "oriental magic." Whether these abilities are actual skills, mystical abilities, or simple trickery is up to the GM. Such a character makes a good PC in a one-player campaign, or an interesting NPC.

The GM may spice up an ***Old West*** campaign with a ***GURPS Japan*** or ***GURPS China*** setting by shanghaiing the PCs from the Barbary Coast.

Magic in the Old West

Indian magic (see pp. 68-71) isn't the only magic possible in a Western campaign. The Pennsylvania Dutch bring with them "hex magic," and voodoo lurks in the South. In a limited magic campaign, a simple jinx on a PC can provide amusement. *The Tales of Alvin Maker* by Orson Scott Card provides inspiration for a full-scale use of hex magic in a frontier campaign.

Continued on next page . . .

The whites' campaign goal may be to "tame the natives," the Indians' goal to "drive off the intruders." A more challenging goal may be to bring peace to the West without sacrificing either of the clashing cultures — a difficult task indeed.

The Medicine Cure

A PC or one of their friends falls ill. Doctors are no help. As death nears, a drunken Indian suggests that perhaps a medicine man can cure the sickly pale one. The PCs must find a medicine man and persuade him to help. In a campaign where Indian magic works, the victim is cursed. Otherwise, an unknown poison is causing the illness — but who is the poisoner? The medicine man can counter the "evil magic," but demands the PCs return the favor by recovering an item from a sacred place. The medicine man would do it himself, if it weren't for taboos and evil spirits — which won't bother the PCs, as they're only white men.

Kidnapped!

A settler returns home from a hard day clearing distant fields (or rounding up stray stock) to find evidence of an Indian attack, and his wife and child gone. He may round up companions to help him search, call upon the Army, or strike off on his own. Finding his family can take days, months, or years. The original kidnappers sell the captives to other tribes, making it difficult to track them. Relations with the Indians involved will be strained. And perhaps that original evidence was faked, and a different tribe — or non-Indians — really did it.

Ambush!

An army patrol (the PCs included) is attacked by a band of Indians. The patrol drive the braves off with only one fatality, and reports back to the commander. Orders come down the line — find the ambushers and bring them to justice. The tribes in the area disavow all knowledge of the incident. After many false leads, runarounds, and misunderstandings, it turns out the ambushers were whites masquerading as Indians. A local gun trader hopes to start a war — with intentions to sell to both sides.

Workin' on the Railroad

A railroad or telegraph campaign is good for PC scientists and engineers (surveying the route), merchants and businessmen (making money on the railroad and the towns along it), or line supervisors and laborers. Attacks from Indians, outlaws, and disgruntled settlers are all possible. The railroad "hells on wheels," let PC con men, gamblers, and prostitutes have fun too.

The goal is usually to "get the line through." Or GMs can let the PCs fight corruption and greed within the companies.

She'll be Comin' Through the Mountain

The PCs work for a railroad determined to be the first through a difficult mountain pass — by digging through the mountain. Before the tracklayers can even start, the PCs must deal with settlers who refuse to make room for the rails. But the biggest problems come from a rival railroad company, whose workers waylay supply shipments, sabatoge drilling machinery, and brawl with the PCs.

Riding the Range

The cowboy is an enduring symbol of the Old West. Their duties offer hazards and challenges. Conflicts between cattlemen and sheepmen or ranchers and homesteaders encourage gunplay.

Campaign goals may be to preserve the boss's business, or to fight the cattle

barons. Or simply to have a good time earning a living — enjoying the rodeos, driving cattle, and yahooing the town. An entire campaign could revolve around the difficulties of starting a cattle ranch, hanging on through tough times, and turning a profit in the face of range wars and failing markets.

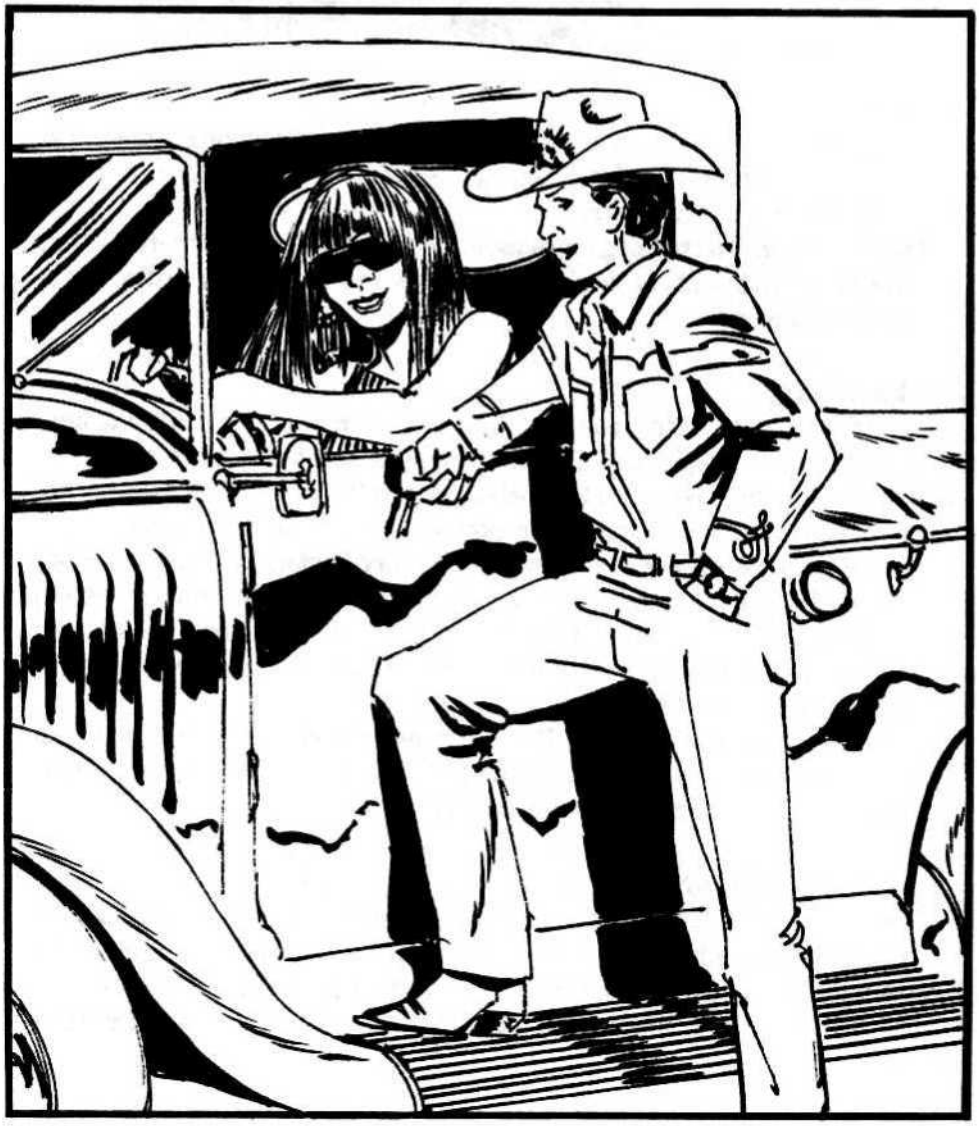
The Roundup

Neighboring ranchers often hold joint roundups with ample opportunities for rivalry. Each cowboy is eager to prove he's the best with a rope, a gun, or the branding iron — or that his horse is the fastest, smartest, or best on the ranch.

For the first few days of the roundup, everything goes smoothly — the cowboys gather and sort the stock, cut out the calves for branding, check the animals for injuries or disease, and spend the evenings gambling and boasting. Then someone realizes cattle are disappearing. One of the outfits at the roundup is rustling stock. They've been clever about it, however — each outfit comes up short in its cattle count. The PCs must find the missing cattle and determine who the rustlers are.

The Drive

Four or five ranchers have pooled their herds for a drive to market, and they're looking to hire. The applicants should be pitted against each other (and against NPC hands) in tryouts (see "Hiring On," in *Caravan to Ein Arris*, pp. B233 and 235. Skills tested include Riding, Lasso, Heraldry (Brands), and Animal Handling. Of course, all the PCs hire on one way or another.



Campaign Crossovers (Continued)

Western Horrors

The Old West has its share of secret organizations, ancient artifacts, and lost temples. Ghosts, spirits, vampires, and werewolves all appear in Indian tales. A trip to the American West may be a refreshing change for occult investigators from London. The GM can give realistic Western adventures a taste of the supernatural (or at least unexplained) with the nameless stranger who mysteriously appears and disappears without a trace, or events which *may* be the result of an ancient curse.

Western Spies

Spies served all sides in the territorial and Civil wars. Robber barons' employees spied on rival businesses, and many companies had their own army of detectives to track down criminals. Alan Pinkerton's agency and Wells, Fargo provided experienced men for many sorts of undercover operations.

The Wild, Wild West TV show featured early Secret Service agents reporting directly to U.S. Grant. It's also a prime example of gadgets in the Old West.

Cliffhanging Westerns

Cliffhanging campaigns need mystery and intrigue, excitement and danger, gunplay and glory — things the Old West has plenty of. Many of the areas described in ***GURPS Cliffhangers*** are easily moved into the 19th century, including San Francisco and the Western deserts. The GM can confront the PCs with an Aztec tribe surviving in an inaccessible cliff dwelling, or a smuggling ring in San Francisco's Chinatown.

The West Today

GMs shouldn't overlook modern Western scenarios. "Old" plots may be updated — a 20th-century sheriff and his deputies must hold a drug lord safely in jail while hired thugs, irate local citizens, and the Mayor's office all make it difficult. The revivalist con-man turns into a crooked televangelist; modern rustlers use airplanes and cattle trucks.

Space Cowboys

Western plots and stereotypes work just as well in the future. The "Galaxy Rangers" cartoons superimpose many classic Western elements on space police. Intrepid lawmen face the outlaws down with Fast-Draw (Laser) skills, robots replace faithful sidekicks, and heroes use star-fighters rather than horses.

On the drive itself, the herd stampedes (see p. 122), steers stray, and dangerous rivers must be crossed. A band of Indians demands tolls for the use of their land. A gang of NPC cowboys beaten out by the PCs at the initial trials follow the drive halfway to market before making their move — they're cattle rustlers. And settlers in Kansas threaten to shoot the Longhorns before they spread Texas Fever. They'll shoot the cowboys, too, if they don't move out in a hurry.

Once the cowboys get the cattle to market, there's the matter of finding a buyer. With a bad market, the trail boss may not be able to make the hands' payroll. If no buyer is found, the cowboys will need to drive the cattle to good forage — if they can find any — and keep them alive until sold. With a good market, the cowboys may receive a hearty bonus — all the more money for them to lose to gamblers, con artists, and "soiled doves" as they shoot up the town.

John Miller, Ranch Hand

Early 20s; Tanned skin, brown hair, brown eyes, 5'9", 150 lbs.

ST 10, DX 12, IQ 11, HT 10

Basic Speed 5.75; Move 5

Disadvantages: Cowboy's Code of Honor, Addiction to chewing tobacco, Compulsive Carousing.

Quirks: Has a small "JM" branded on his left forearm; Dreams of owning his own spread.

Skills: Animal Handling-12; Carousing-10; Heraldry (Brands)-12; Lasso-13; Guns-13 (Pistol); Guns-12 (Rifle); Riding-13 (Horses).

Weapons: Colt Army .44, Sharps Carbine, .52 (army surplus).

John has worked for the Long Bar ranch for the last two years. He is a frequent customer of the High Tide Saloon and has strong feelings for Sally Mae Ryan (a dancer at the saloon). When on the ranch he is a competent and hard-working hand.

Sally Mae Ryan, Dance Hall Girl

Early 20s; Fair skin, blonde hair, blue eyes, 5'6", 135 lbs.

ST 9, DX 12, IQ 11, HT 10.

Basic Speed 5.5; Move 5.

Advantages: Beautiful (+2/+4 by opposite sex).

Disadvantages: Reputation as a "Soiled Dove" (-1 reaction).

Quirk: She's looking for "Mr. Right."

Skills: Area Knowledge-10 (General, Many Western Towns); Dancing-13; Guns-12 (Pistol); Sex Appeal-10 (+4); Singing-12.

Weapons: Colt One-shot ,.41 (in garter).

Sally's parents were killed in an Indian attack, but Sally, hidden in the barn, was spared. An aunt raised her through most of her teens. With her good looks and talent, Sally Mae has worked in several saloons in a number of towns. Sally may "entertain" good-looking customers (or reasonably clean ones) for additional money. She's flattered by John Miller's attention, but uncertain of her feelings toward him.

Outlaws

Campaigns involving outlaws lend themselves to roleplaying from either side of the law. There's room for any size gang, from the lone outlaw to a "Wild Bunch" with dozens of members.

The outlaws may be battling corruption, or out for revenge. Or perhaps they just want to get rich without working hard. Lawmen are out for justice, or at least the reward money.

Mistaken Identity

The PCs are a small-time outlaw gang, specializing in petty thefts and bungled robberies — or simply drifters, holing up in an old barn while they look for a way to earn a living. They find themselves being blamed for every crime in the county. Wanted posters appear in the post office, with a larger bounty each week. (Suddenly the county's crawling with bounty hunters, all after the PCs.) Then, someone gets murdered and the blame falls on the gang. The only way to keep the rope off their necks is to find out whodunit and bring proof to an honest lawman. The local sheriff is certain he's solved the crime and resents the accusation that he's got the wrong men.

In an campaign with only one PC, someone mistakes the character for an infamous outlaw. He finds himself fleeing from the law — and from the outlaw, who doesn't want anyone muscling in on his turf.

The Great Train Robbery

The PCs board a train. Quite a crowd has gathered at the station, as the train is carrying something unusual — an enormous quantity of gold, an aristocratic European diplomat, or prisoners bound for trial. During the trip, a gang of outlaws on horseback attempt to steal the gold, kidnap the diplomat, or free their comrades.

Shootin' Up the Town

Western towns provide endless opportunities for trouble, whether the PCs are residents or just passing through. A campaign can use a town as more than just a setting. The PCs may be leading citizens, intent on keeping their town a nice place to live.

The Circus Comes To Town

A small circus hits town — along with a wave of crime. People crowded along the midway discover their pockets picked — families returning home from the day of fun find their valuables gone. The angry townspeople blame the circus roustabouts and sideshow freaks, but the actual thief could turn out to be a "townie" taking advantage of the situation, or someone following the circus.

Shootin' Contest

A drummer for an arms manufacturer is sponsoring a sharpshooting competition. The entry fee is $1. The grand prize is an extra-fancy Colt revolver and a genuine silver bullet engraved with the winner's name. The contest attracts every hopeful gunslinger (and a few experienced ones) from miles around. Rivalries are intense, and everyone's determined to have a good time whether they win or lose. The town's merchants and businessmen aim to make a buck, and at least one contestant is sure to make a killing. For an extra twist, the drummer may be a confidence man with the contest rigged for a prearranged winner.

Ghosts, Time Travel, and Magic

Indian magic, ***Horror*** crossovers, and a little imagination can turn a Western campaign into something unexpected. Non-Indian PCs may attempt a Vision Quest if they can convince a medicine man to teach them the rituals (see pp. 71-72). The GM can throw a number of curves at the PCs by hinting at something mysterious behind the adventures, and by leaving a few loose ends untied.

The Chief's Ghost

A normally peaceful tribe of Indians slips away from the reservation to start the Indian wars all over again. They speak of the ghost of a former war chief, and of magic shirts which will surely protect them from the white man's bullets. If they stick to the old ways, the Indian ways, the ghost tells them, they will overcome the white man. They will find a land where buffalo herds blacken the earth, and return to the life the Great Spirit intended. The Indians can both see and hear their chief — whites think the rustling is only the wind, and the chill in the air is simply an early cool spell.

The Arrow that Couldn't Be

A modern-day army unit is on maneuvers in the Plains when a very real arrow from an extinct Indian tribe buries itself in one of the soldiers. This is due to a time warp — the soldiers are now in the Old West. Armed with 20th-century weapons and skills, they can totally change history, fighting on any side they choose or striking out on their own On the other hand, perhaps their fancy weapons no longer work, or they're loaded with blanks.

Alternatively, an entire Indian tribe has skipped 150 years or so. (This may be roleplayed from either point of view.) The Indians are angry and bewildered, the soldiers likewise. And what will the government do with all those wild Indians?

Guthry Fullwright, Saloon Owner

Early 30s; Fair skin, brown hair, brown eyes, balding, 6', 165 lbs.

ST 13, DX 11, IQ 12, HT 10.

Basic Speed 5.25; Move 5.

Advantages: Charisma (+1), Comfortable Wealth (2x starting wealth).

Disadvantages: Addiction to cigars, Code of Honor (Code of the West), Lecherousness, Overweight.

Quirks: Refers to a busy night as "the tide's come in"; Gives lady customers their first drink free.

Skills: Area Knowledge-12 (The town and area); Brawling-11; Carousing-11; Fast-Talk-12; Gambling-12; Guns-13 (Shotguns); Merchant-14; Streetwise-12.

Weapons: Shotgun (behind the bar).

Guthry owns the "High Tide Saloon," the busiest establishment in town. His customers include many of the local townsfolk, but mainly he caters to the ranch hands from the numerous ranches in the area. He employs a couple of bartenders, who also serve as bouncers, and a half-dozen dance hall girls, who sing, dance, and entertain the cattle hands.

Ike Woods, Marshal

Early 30s; Tanned and weathered skin, black hair, blue eyes, 5'10", 155 lbs.

ST 11, DX 13, IQ 12, HT 11.

Basic Speed 6; Move 6.

Advantages: Combat Reflexes, Legal Enforcement Powers (Township), Reputation among townsfolk as a good lawman (+1), Status (+1).

Disadvantages: Addiction to chewing tobacco, Duty (to the law-abiding citizens), Honesty, Odious Personal Habit (mumbles around his tobacco chaw); Reputation among outlaws as too honest to bribe (-1).

Skills: Administration-11; Area Knowledge (The town and area)-12; Brawling-13; Fast-Draw-15 (Pistol); Guns-16 (Pistol); Law-11; Leadership-12; Riding-13 (Horses).

Weapons: Smith&Wesson Model 2 (one high on each hip, in Slim Jim Holsters).

Ike has served as the town Marshal for almost a year now. He's up for re-election, and the opposing candidate is backed by a cowboy faction Ike suspects of cattle rustling.

Robert Winder, Gunslinger

Late 20s; Reddish, freckle-prone skin, red hair, green eyes, 5'9", 150 lbs.

ST 10, DX 12, IQ 10, HT 10.

Basic Speed 5.5; Move 5

Advantages: Combat Reflexes, Danger Sense, Reputation as a Fast Gun (+1).

Disadvantages: Bad Temper; Enemies (Young hotbloods, above-average individuals, appear on a 6 or less); Overconfidence; Reputation as being trigger happy (-1).

Quirks: Has a "gotched" ear (tip removed by a passing bullet).

Skills: Animal Handling-9; Brawling-9; Carousing-11; Fast-Draw-15 (Pistol); Gambling-9; Guns-15 (Pistol); Guns-14 (Rifle); Knife-11; Lasso-11; Riding-12 (Horses); Speed-Load-13 (Pistol).

Weapons: Colt Army, .44; Winchester WD, .44-40.

Robert showed up in town about a month ago. No one knows why he's here, though rumors hint he may be looking for an old enemy, or perhaps a friend. He's been in at least one brawl each week (two in the "High Tide Saloon"). Robert's Reputation came into town with him; he hasn't actually pulled a trigger since he arrived.

"Old Henry," Prospector

Mid 50s; Grizzled, grey hair and scraggly beard, brown eyes, 5'6", 145 lbs.

ST 9, DX 9, IQ 11, HT 10.

Basic Speed 4.75; Move 4.

Advantages: Absolute Direction, Acute Taste & Smell (3 levels), Intuition, Luck (Good).

Disadvantages: Age (4 levels); Greed; Poverty (Struggling); Reputation (Crazy Old Coot, -1 to reaction).

Skills: Animal Handling-11; Area Knowledge-14 (The Hills); Black Powder Weapons-9; Climbing-10; Cooking-10; Demolition-10; First Aid-10; Fishing-10; Geology-11; Guns-11 (Shotgun); Holdout-9; Metallurgy-11; Prospecting-12; Survival-12 (Hills).

Weapons: Colt, Dragoon, .44; 12-gauge shotgun.

"Old Henry" stays up in the hills most of the time, with his jenny (female burro) named "Sarah."

Designing Western Adventures

All good fiction, including roleplaying adventures, involves conflict at the core of the story. "Formula" Westerns encompass nine basic story cores — the cavalry and Indians, the lawman, the outlaw, the railroad, the ranch, the range war, revenge, the rustler, and the repentant gunfighter. But there are many variations within these basic plots. The GM may challenge the PCs with Nature (stampedes, floods, or the harsh environment), Man (bandits, Indians, U.S. soldiers, or crooked business barons), or Time (overcoming natural or man-made obstacles to attain a goal before it's Too Late). And good role-playing always involves PCs struggling with themselves — will honor overcome greed? Can understanding replace hatred?

Plot

An adventure's plot is simply a GM's plan — a beginning, one or more middles, and an end, as well as ways to get from one to the next. An event that leads somewhere is part of a plot. An event with no consequences is just an incident. When creating an adventure, the GM should keep the desired outcome in mind. Planned encounters form the plot — random encounters provide interesting incidents.

Setting a Task

Most adventures revolve around the PCs' attempts to perform a task. This may be as straightforward as leading an army detail or searching for treasure. Or the GM may hide the true task behind a request for aid or an opportunity to "raise hell" in town.

While a campaign should have an ultimate goal, adventures may have more immediate tasks. A prospector's goal is to find gold, but he must first survive the trek to the gold fields and defend his claim. Cowboys strive to get their cattle to market, but on the way the GM can challenge them with rustlers, stampedes, or just plain bad luck.

The Hook

Every adventure begins with a hook — a reason for the PCs to follow the GM's plot. The hook may be an object (such as a treasure map), a person (someone who hires the PCs, for instance), or an event. Cryptic words gasped by a dying gunman may send the PCs on a quest. Or perhaps word of rich pickings farther West is enough to get the PCs on the move.

The hook may provide the key to the adventure's task, or may be a ploy to get the PCs into the right place before revealing the adventure's true focus. GMs may occasionally use forcible hooks — a sheriff arrests the PCs, or the bank demands repayment of a loan — to involve the characters in an adventure.

Action

Much of the action in Old West adventures takes the form of gunfights, knife fights, fistfights, and other combat. The GM may spice this up by involving moving horses, highballing trains, swashbuckling (even cowboys can swing from chandeliers), and treacherous terrain.

Most action-oriented events involve many DX-based skill rolls — the GM should keep the action moving and not let the game bog down in dice rolling. Setting time limits (someone cries "The bridge is out!" while the heroes battle it out with the bad guys on the roof of the train) will help prevent incessant combat.

Building Suspense

The GM can create tension by hinting that something *may* happen — the gunman may step out from around the next corner; the rustling in the brush may be an Indian brave. Such suspense-builders should not always result in the anticipated danger, however. Players become bored if they always know what's going to happen next.

Outcome

The final challenge should be worthy of the trials and tribulations the heroes have endured. Many players will expect the standard Hollywood showdown or shootout — the GM should let them have it. Unexpected twists may include a three-way showdown, enemies on every rooftop, or a traitor in the PCs' midst. These variations allow standard scenarios to be used over and over again — a simple, basic plot, with occasional surprises to keep the audience interested.

Timmy Landry, Impressionable Kid

12 years old; A gangly kid with blonde hair, freckles, and blue eyes, 4' 5", 65 lbs.

ST 8, DX 10, IQ 9, HT 9

Basic Speed 4.75; Move 4.

Advantages: Alertness (2 levels); Luck (Good).

Disadvantages: Poverty (Poor); Skinny; Gullibility.

Skills: Acrobatics-9; Animal Handling-8; Area Knowledge-9 (Town); Pickpocket-9; Riding-9 (Horses); Running-9; Scrounging-9; Streetwise-8.

Weapons: Slingshot (skill of 9; Dmg. 1 hit when within 5 yds).

Timmy's gonna be the best at everything when he grows up.

Anna Gordon, School Marm

22 years old; Dark brown hair, brown eyes, 5'6", 125 lbs.

ST 9, DX 10, IQ 13, HT 11.

Basic Speed 5.25; Move 5.

Advantages: Attractiveness (+1); Reputation (as a kind person, +1).

Disadvantages: Poverty (Struggling); Honesty; Sense of Duty (Mild, to the towns' children).

Skills: Cooking-12; History-12; Literature-13; Mathematics-12; Naturalist-13; Poetry-11; Teaching-13; Telegraphy-13; Writing-13.

Anna lets people think she's teaching school just to get by until she finds a man. Actually, her dream is to set enough money aside to attend an Eastern college for the education she needs to return West and start a college of her own.

Soundtracks

Music from your favorite Westerns adds to the atmosphere when roleplaying in the Old West. The soundtrack from *The Good, the Bad, and the Ugly* is available on compact disc. Ennio Morricone, the composer, wrote themes for other Westerns, too.

"Sounds of Nature," available on cassette or compact disc, is a collection of sound effects, including weather (wind, rain, and thunder) and animals (crickets). Better yet, "Sounds of the Fascinating Animal World," has moos, barks, baas, rattling rattlesnakes, and stampeding cattle!

New World Records produces compact discs with authentic Indian chants and songs. Titles include "Powwow Songs: Music of the Plains Indians," "Oku Shareh: Turtle Dance Songs of the San Juan Pueblo," and "Navajo Songs from Canyon de Chelly." (For more information or a catalog, write to: New World Records, 701 Seventh Avenue, New York, New York 10036.)

9 CRITTERS

Western animals provide food, clothing, shelter, transportation, and entertainment. Beaver pelts cause international struggles; buffalo herds draw hunters and stop trains; men fight over whether cattle or sheep can use the grazing lands. Wild animals may offer fur or meat — or injury, venom, or disease.

See pp. B140-145 for information on GMing animals. The sidebars in the ***Basic Set*** detail many Old West animals, including black bear, camel, cat, chicken, coral snake, deer, dog, goat, grizzly bear, ox, pig, rattlesnake and wolf. Here are more creatures:

Creature	ST	DX	IQ	HT	Mv/Ddg	PD/DR	Dmg	Rch	Size	Cost	Notes
Domesticated Animals											
Burro	25	10	4	13	8/6	0/0	1d-1 cr	C	2	$30	
Cattle	60	9	4	16	8/4	1/1	1d+1 imp	C	3	varies	See p. 9
Horse, Cavalry	40	9	4	15	16/8	0/0	1d+2 cr	C,1	3	$100	
Horse, Draft	60	9	4	16	12/6	0/0	1d+2 cr	C,1	3	$60	
Horse, Saddle	35	9	4	14	12/6	0/0	1d cr	C,1	3	$60	
Mule	40	10	4	14	12/6	0/0	1d cr	C,1	3	$90	
Pony	30	10	4	13	13/6	0/0	1d-1 cr	C,1	2	$50	
Sheep	12	13	4	15/7	8/6	2/1	1d-3 cr	C	1	$5	
Desert Animals											
Gila Monster	2/13	13	3	13/3	1/6	2/1	1d-5 cut	C		$0	F
Roadrunner	5	12	5	13/5	8/10	0/0	1d-4 cut	C		$0	air speed 4
Scorpion	1	13	1	15/1	1-2/6	0/0	venom	C		$0	C
Vulture	3	13	4	13/4	8/4	0/0	1d-3 cut	C		$0	
Forest Animals											
Armadillo	3	9	3	14/4	3/4	2/1	—	—		$.30	
Beaver	5	13	4	14/7	6/6	1/1	1d cut	C		$2	
Lynx	5	15	4	14/8	10/7	0/0	1d-3 cut	C	1	$1	
Porcupine	3	10	3	13/4	2/5	3/2	*	C			Damage by quill
Raccoon	4	14	6	14/7	6/7	1/1	1d-4 cut	C		$.50	
Skunk	4	14	4	12/4	3/5	0/0	spray	R,C			
Wolverine	11	12	5	11	8/6	1/2	1d-2 cut	C	1	$1	
Legendary Animals											
Delgeth	36	13	4	18	18/10	2/2	2d cut	C	4		
Jackalope	2	14	3	15/3	14/7	0/0	1d-5 imp	C			
Nashlah	110	11	4	14/70	3/0	3/7	5d cut	C, 1	20		
Mountain Animals											
Eagle	5	12	4	13/5	18/9	0/0	1d cut	C		$12/$1	
Puma	15	14	5	15/16	10/7	1/1	1d cut	C	2	$2	
Plains Animals											
Buffalo	59	10	4	15/23	13/6	1/2	1 imp	C	4	$5	
Coyote	5	14	6	14/9	9/7	1/1	1d-3 cut	C	1	$.75	
Jackrabbit	4	14	4	14/6	12/8	0/0	—	—		$.05	d

Key to the Bestiary

HT: When there are two HT numbers, the first is the animal's health and the second is the animal's hit points.

Move/Dodge: Except for encumbered animals, Speed is equal to Move. Dodge is an animal's only defense.

Damage: This is the creature's most common attack.

Reach (Rch):

C = animals that can only fight in close combat.

1 = animals that can fight at one hex.

R = ranged attack (skunks, etc.).

Cost: For domesticated animals, this is the average cost for a healthy individual. For wild animals, it is the value of the animal's pelt, hide and/or meat. When there are two Costs, the first is for a live animal and the second is for its pelt or meat.

Notes: C — Type C Venom: victim rolls immediately against HT-6. A failed roll means the victim takes damage (1d from scorpion venom), and is at -4 DX for the next three days; a critical failure means instant death. If the HT-6 roll is made, the victim takes ½ damage, and is at -2 DX for the next three days.

F — Type F Venom: victim rolls immediately against HT-6. A failed roll means nausea and dizziness (-3 to attribute checks and skill rolls) for the next 1d hours. A successful roll means the victim suffers for only 3d minutes. A critical failure means death.

d — carries disease contagious to humans.

Armadillo

Found in southern Texas, the armadillo is a burrower that eats insects and roots. Their burrows can be a threat to hoofed animals. Their undersides have no protective armor and, contrary to rumor, they can't roll into a ball. Armadillos are now known to carry Leprosy — but it is unclear whether they carried it in the 1800s, or if it is a modern-day wrinkle.

Beaver

The beaver is clumsy on land but agile in the water, to which it retreats if frightened. Beavers slap their tails on the water to sound an alarm. The beaver never attacks, but if cornered, his chisel-sharp teeth may give a potentially crippling bite. A prepared pelt weighs 2 lbs.

Buffalo

Buffalo have shaggy fur, short horns, and a hump back; they stand five to six feet tall at the shoulder and weigh up to 3,000 lbs. They are most active in the morning and evening, feeding mainly on grass. Small herds may have a dozen animals — large herds number 200-300. These herds typically graze within sight of one another. When stampeding or migrating, they combine into a single herd with as many as a million animals. Most herds migrate two to five hundred miles each season.

Buffalo are easily spooked — sudden noise may stampede a herd, which sometimes runs for miles before slowing; see *Stampedes*, p. 122. An angry buffalo may charge, trampling for 1d+2 crushing or goring with the horns for 1d impaling (bulls) or 1d crushing (cows).

It usually takes three shots to kill a buffalo. Shooting the leader first may create a *stand* — the leaderless buffalo simply mill about, easy targets for buffalo hunters. When shot in the lungs, an animal takes a few steps and falls. Hits elsewhere make it run, causing a stampede.

Plains Indians believe that white buffalo are sacred.

Burro

Burros (also called donkeys or asses) carry the mail to Santa Fe, work for lonely prospectors, and haul loads of brush in the Southwest. They are patient animals, and very sure-footed (DX 15 for any roll to keep their footing). They can eat desert vegetation that would kill a horse. Donkeys are generally mild-mannered, but can bite for 2 points of crushing damage, and kick to the back hexes only for 1d-1. Despite their small size, they can carry loads up to 300 lbs.

Cattle

Stats for oxen are listed on p. B144. Most oxen in the Old West are castrated males, although some teamsters use cows or bulls as draft animals. A typical price for a yoke of oxen (two animals) is $150.

Texas Longhorns are mean and ugly. Easterners and Europeans scoff at these skinny creatures. Their horns spread 4-5 feet; a 9 foot spread is quite possible. At four years old they are considered full grown and weigh 800-900 lbs. Old steers may weigh 1,500 lbs. or more, and have wrinkled horns (cowboys call them "mossy horns"). Their cattle ticks may spread Texas fever (p. 13) north on a drive. Typical prices in Texas are $3-$8 a head — Longhorns are worth as much as $30 a head at the end of a drive.

When bulls charge, treat the attack as a slam plus a trample. The slam does 1d+1 impaling (bulls with short horns do only 1d crushing; Longhorns do 1d+2 impaling). The bull tramples for 1d+1 crushing, halved for running through the hex. It turns and gores the victim, then tosses the remains: treat this as falling from 5 yards (p. B114).

Texas Fever ***see p. 13***

Coyote

The tawny coyote is smaller and slightly more intelligent than the average wolf. It hunts singly or in pairs and is nocturnal, but may raid in the day. Farmers view coyotes as a threat to livestock, and kill them mercilessly. The coyote really prefers small game, such as rabbits and rodents. Coyotes are known for their wariness. It is difficult to trap a coyote; it has an effective IQ of 13 for any Contest of Skills with a trapper, and learns very quickly.

Delgeth

The fearsome subject of Indian legends, this giant carnivorous antelope considers humans a delicacy and attacks them on sight. It rams for 2d+2 crushing damage (a slam attack, the victim taking damage if hit). It then tramples the victim for 1d+1 crushing or bites for 2d cutting.

Eagle

Eagles are large birds of prey. The largest have wingspans over six feet wide, and can carry up to 10 lbs in their talons. Most are cowards — crows can scare them away! — but some are very brave. Eagles are diurnal and mate for life — no more than two are ever encountered at one time. They have nothing to do with humans unless raised in captivity, and do not attack unless severely wounded. They attack with their claws for 1d cutting damage. They can swoop at 60-70 mph (Speed 30-35). On the ground, Speed=1, Dodge=6.

Gila Monster

The gila monster is a poisonous lizard about two feet long, pink and yellow with black shadings. It is solitary and nocturnal and fasts for days, then eats all it can — eggs, rodents, reptiles, and birds.

The gila monster can't run and stands fast when threatened. It bites and holds in close combat, sometimes chewing. The bite does 1d-5 cutting damage, and it injects type F venom causing intense pain and doing 1+1 damage. If the lizard is removed within four seconds, the poison's effect is avoided, but it will probably bite again before it can be gotten rid of. Use a Contest of ST — the gila monster's jaws have ST 14. Pouring something nasty (kerosene, corn whiskey) into its mouth makes it let go, as does burning its lower jaw.

Horse

Horses have an inherent Danger Sense at IQ+6.

Most horses in the Old West are *saddle horses* — they do double-duty in harness and under saddle as the work at hand demands. A cavalry horse is a bit bigger, stronger, and faster than an ordinary saddle horse. A few settlers have Conestoga horses or other large draft animals.

Many Western horses are mustangs — feral horses descended from Spanish stock. Standing less than 58" at the shoulder, they qualify as ponies. They're quite strong, and able to carry loads which seem too big. Mustangs make excellent cowponies.

Horses can bite in close combat for 2 hits crushing damage. They kick into any front or rear hex for crushing damage: ponies 1d-2, race and saddle horses 1d, cavalry and draft horses 1d+2. Trampling damage is 1d for ponies, 1d+1 for all others, see p. B144. For information on mounted combat, see pp. B135-137.

Jackalope

These hares with antlers are diurnal and range in groups. Males charge anything — even buffalo, who merely get out of their way — to impress females. A buck will charge (Slam) a party of humans on sight. If the victim loses or ties a Contest of DX, he takes 1d-5 impaling damage. After charging, the buck trots off in search of a female. If attacked, a jackalope is surprised (mental stun, two turns) and charges. Killing a jackalope serves little purpose — some consider it bad luck — as the meat is inedible. Cowboys have a great time trying to convince dudes that jackalopes are real.

Jackrabbit

Named for its long ears, when the jack(ass) hare sees a predator, it fluffs up, trying to look larger than it really is. It may also do a "jackrabbit" start from standstill, jumping more than twice its height. Rabbits can devastate acres of crops in an evening. Humans may catch "rabbit fever" (see p. 13) by skinning or eating an infected animal.

Mule

Mules are the sterile offspring of a donkey and a horse. They make excellent draft and pack animals, although they refuse to overwork themselves. Mules are less high-strung than horses, and less prone to shying at sudden noises.

Mules can kick into any front or back hex, doing 1d crushing

damage. They can also bite in close combat, doing 2 hits of crushing damage.

Nashlah

The nashlah lives in the Columbia River, and is known to Indians there. It's large enough to swallow a canoe whole! It is never described fully, but is said to have long hair that hangs down from its waist, so it is apparently not a mammal, fish, or reptile. The GM may describe it as a giant otter or bear with long fur. It is active at any time, and eats as many people as it can. It will attack any boat, swimmers, or people on the shore.

The nashlah is very tough — the legendary hero who slew it broke five weapons on its hide. However, fire affects it as if its DR were only 1. It bites for 5d cutting damage — its small teeth are numerous.

Porcupine

Porcupines are slow-moving, but most can climb and swim. They are nocturnal, solitary, and eat leaves and bark.

They will never attack, but when threatened turn their backs and strike with their tails. The lightly attached quills come off easily when touched. Each quill has thousands of small barbs that slowly drive it deeper and deeper into flesh, penetrating about 1/8 inch each day.

Anyone in the porcupine's hex must make a DX roll to avoid taking quills. Touching the porcupine requires DX-2. Rough grabs automatically mean quills. The quills do no real damage going in, but each does 1 HT damage as it is removed, plus an additional 1 HT per hour it's left in. If a character gets quills in his hand, he may not use it until he has removed the quills — which may do enough damage to cripple the hand. Any dog may also get into mischief with a porcupine.

Puma

Also called cougar, catamount, mountain lion, and panther, the puma can't roar, but has a loud purr. It can cover 6 yards at a bound, and can leap 4 yards up into a tree (the usual method of "climbing"). They can drop 60 feet and spring off at top speed.

Solitary and nocturnal, they swim well, but dislike water more than 4 inches deep. Pumas stalk as close as possible to their prey, then spring for the neck, attacking with either a paw or a bite. Most victims die of broken necks.

Pumas are very shy and avoid people, but fight if wounded.

Raccoon

Solitary and nocturnal, raccoons climb and swim well. They are primarily carnivorous, although they eat fruits, nuts, and berries, as well as farmers' poultry and corn.

They are a match for most predators, and have been known to lure hunting dogs into water, then drown them (raccoons are at DX-2 in water). If provoked, a raccoon grapples and bites in close combat for 1d-4 cutting damage.

Roadrunner

A small, brown, ugly bird that's poor eating and bears no resemblance to the cartoon character. It likes to run ahead of horse-drawn vehicles and is easily tamed, but always mischievous. It can dodge a rattlesnake strike, peck the snake to death, and swallow it head first.

Scorpion

Scorpions, ranging in size from ½ to 7 inches, are nocturnal and feed mainly on insects and spiders. They prefer to retreat rather than fight and don't sting men unless disturbed. Some scorpions inject a localized venom which is comparatively harmless to man-sized creatures. Others use a neurotoxin (Type C venom).

Sheep

Sheep are shy and wary of humans. They are almost totally defenseless, but rams are aggressive, and may charge (Slam) if provoked: +3 ST for determining knockdown and 1d-3 crushing in a head butt. A flock (usually 1,000-2,500 sheep) grazes with the protection of a shepherd and his dog. A shorn sheep yields about 2 lbs of wool.

Skunk

Skunks are solitary nocturnal animals, and eat small animals, as well as poultry and eggs. They have no fear of humans and are easily tamed, but cannot be trained to spray on command.

Threatened skunks spray. Their arc of fire is 60 degrees and range is four yards: anyone within that area gets it. The victim may be sprayed in the eyes: the skunk's DX roll is at -5 for the head, -10 for the eyes. The victim's only defenses are Dodge and Block. If the skunk misses its DX roll, the victim is still sprayed, but not in the eyes.

Spray in the eyes brings blindness and intense pain for five minutes. Anyone sprayed will stink for four weeks. Reaction rolls are at -3 during those weeks, and no Stealth closer than 10 yards. Skunks can also bite for 1d-4 crushing damage.

Vulture

This carrion-eater, also called a buzzard, has a bald, brightly-colored head and neck, flapping wattles, broad wings, and a propensity to hop clumsily along the ground. It flies in circles around its dead or dying prey, which may be a convenient way to find a missing companion. Its beak is too weak to seriously damage anything but rotting flesh.

Wolverine

A wolverine resembles a cross between a weasel and a bear. It is strong enough to drive pumas and bears from their kills and can bring down a moose hampered by deep snow. It is active for four hours, then rests for four hours, through day and night.

Wolverines harass trappers. They raid trap lines, eat the trapped animals, and ruin the traps. If hunted, they may double back and destroy the hunter's camp. If cornered, they bite for 1d-2 cutting.

Other Sources

The ***GURPS Bestiary*** includes many other animals suitable to Old West campaigns. Legendary creatures native to North America (Gullet Snake, Piasa, Rolling Rock, Unktehi, and others) can be found in ***GURPS Fantasy Bestiary***.

Stampedes

When a herd of 20 or more large animals stampedes, everything in the way is treated to a "knockdown and overrun" slam attack (see pp. B142 and B112). This is not a deliberate attack by the herd — the panicking animals simply ignore minor obstacles in their path. Buffalo, cattle, and horses are all prone to stampeding.

A stampede moves at the normal Move of the animals involved, modified by -1 for each 100 animals in the herd (minimum Move 3). The dominant animal leads the stampede away from the source of fright in as straight a path as the terrain allows.

Stampeding animals form a solid mass extending in a shallow V behind the leader. The number of animals determines the size of the stampede (assume 2 hexes per animal). Terrain often determines the width of a stampede — box canyons and city streets force stampeding animals into long, narrow masses. Otherwise, the GM may use the following estimates.

# of animals	*Width*	*Length*
20	4 hexes	10 hexes
50	5	20
100	8	25
250	10	50
500	10	100
1,000	16	125
5,000	40	250
10,000	50	400

Herds of more than 10,000 animals may stampede in a path 100 hexes wide; 100,000 animals may stampede in a path 200 hexes wide. A great buffalo herd (up to a million) will stampede in a path 450 hexes wide (about ¼ mile), and migrate in a path spreading a mile or two.

Damage and Defense

The best thing to do about a stampede is get out of the way. The size and Move of the stampede, the distance at which the character realizes the danger, and the character's Move all affect the chance of survival. Barring accidents, the GM may assume that a character mounted on a good horse can outrun or avoid a stampede.

If there's too little time to get out of the way, the character's next best hope is to climb a tree or hide behind a solid obstacle. Even that may not be safe. While horses tend to go around or over solid obstacles, cattle and buffalo are as likely to go through. Stampeding buffalo have been known to knock railway cars off the tracks.

The GM assigns DR and Hit Points to the protecting object (see p. B125). For each turn the obstacle is overrun by the stampede, the GM rolls a Dodge for the herd (4 for cattle, 6 for buffalo and most horses). Very large or solid obstacles, such wagons or boulders, modify the Dodge by +1 to +10. A successful dodge indicates the herd splits around the obstacle, doing no damage that turn. (When a herd splits, future rolls for the herd's Dodge are at +4 until the gap is closed by a failed Dodge.) A failed dodge does crushing damage to the obstacle (1d+1 for cattle; 1d+2 for buffalo). The stampeding herd may also knock aside or overturn any movable obstacles. The GM may assign a ST to the obstacle and roll a Quick Contest of ST between obstacle and herd each turn. A herd's effective ST is the normal ST of the stampeding animal multiplied by one half of the herd's effective Move. (A buffalo stampede with Move 8 has an effective ST of 236 — 59 × 4.)

Overrunning: If the character can't find any cover, chances of survival are slim. Unless the herd splits, the character will be slammed or trampled by at least one animal each turn. The only defense is a Dodge. On a successful Dodge, the character avoids being slammed and may attempt an Acrobatic maneuver (see below). Failure results in knock down and trampling. (In the case of a mounted character, treat as a normal slam attack — the GM rolls a Quick Contest of ST between the mount and the stampeding animal to see if anyone falls down. See pp. B112-113.) If the character is already prone, Dodge is at -2 — no Acrobatic maneuvers are possible.

Damage per Turn: The amount of damage taken by *each* character overrun by a stampede is equal to the normal trampling damage of the animal (1d+1 for horses and cattle; 1d+2 for buffalo). Unlike with individual animals, this damage is not halved for running through the hex — multiple tramples within the same turn more than make up for the short length of time each animal spends in the hex.

Acrobatic Maneuvers: A character may attempt an acrobatic maneuver when first overrun by a stampede, and once each turn he remains standing. The player determines the exact nature of the maneuver attempted, but the general idea is to get on *top* of the stampede. Equestrian Acrobatics (see p. 36) skill rolls are at -4 for cattle or buffalo. As long as the stampede continues, the animals will be too busy running to attempt to dislodge any riders. Once the herd slows down, however, staying on will require some impressive Riding rolls.

Turning a Stampede

It's not possible to disperse a stampede. However, the herd may be turned by frightening the lead animal into a change of direction — gunfire, shouting, and waving arms or floppy hats may all work. An attempt to turn a herd requires a general reaction roll. A reaction of Good or better turns the herd to the desired heading. Poor and Neutral reactions result in no changes. A reaction of Bad or worse means the lead animal changes direction directly towards the one attempting to frighten it!

Multiple attempts to turn a stampede may eventually compact it into milling mass of confused animals.

GLOSSARY

Beeves: cattle over four years of age (plural of beef).

Brasada: Texas brush country, covered with thickets.

Buffaloing: the "gentle art of bending a revolver barrel around a lawbreaker's skull."

Bullwhacker: someone who drives an ox team.

Californio: a Spanish Californian.

Carpetbaggers: Northerners who reconstructed the South: named after their luggage.

Celestial: any member of the Chinese race, or anything having to do with China, the "Celestial Empire."

Cimarrones: wild longhorns.

Coolie: anyone who will work for "kuli" wages, from the term for Continental Indian peasants.

Cordilleras: the entire chain of mountain ranges parallel to the Pacific coast, including the Rocky Mountains and the Sierra Nevadas.

Cornfield meet: a head-on railroad collision.

Coup ("koo"): an act of bravery recognized as being worthy of honor by fellow tribesmen. (From the French meaning "blow" or "stroke.")

Coup stick: a ceremonial stick, lance, or club, used to touch the enemy in an act of bravery.

"Dead Man's Hand": aces and eights, the cards Wild Bill Hickok holds in his hands when, in 1876, a notoriety seeker shoots him in the back.

Dodgers: wanted posters.

Drag: the tail end of a column of cattle, made up of the habitual stragglers. "Riding drag" was bringing up the rear.

Drover: someone who drives cattle or sheep.

Dude: A a non-westerner who takes pride in his clothing.

Fandango: a dance, or an entertainment involving dancing.

Grangers: embattled farmers, members of the Patrons of Husbandry, or the Grange, founded in 1867.

Greenhorn: an inexperienced person; also called a tenderfoot.

Hell on Wheels: tent cities of gamblers, whores, and thieves that follow the laying of railroad tracks.

Hogan: A Navajo dwelling made of a log and stick frame covered with mud, sod, or adobe.

Honda: the slip knot, bowline, or eye through which a rope passes to make a loop.

Lariat: Texan term for the rope used in lassoing.

Lasso: Californian term for the rope used in lassoing.

Leathernecks: Union soldiers wearing regulation protective leather collars.

Leatherstockings: buckskin-clad adventurers in Texas.

Mavericks: unbranded cattle.

Mesteños: "mustangs," strayed or wild cattle and horses.

Mossy horns: longhorn old-timers. At age 4 or 5, wrinkles appear at the base of the horns, increasing with each year.

Muleskinner: someone who drives a mule team.

Nester: homesteader.

Old Lady: the cook on a ranch or trail drive.

Outfit: the things you carry around with you; or a set of people and the things they carry around. For example, an army outfit is a troop and all its gear; a trapping outfit is an expedition and all its gear.

Parfleche: a buffalo skin bag or pouch usually containing pemmican.

Pemmican: Indian "trail mix," cakes of powdered dried meat mixed with fat, dried fruits, and berries.

Placer ("plasser"): the deposit of gold on gravel banks, sand bars, and the stream bed, from the Spanish for an underwater plain.

"Playing both ends against the middle": using cards subtly trimmed to be concave or convex.

Plus ("plews"): beaver skins.

Point rider: a cowboy who rides in front, directing the herd, on a cattle drive.

Pueblo: from the Spanish word for "village." Refers to certain Indians of the Southwest and the apartment-like adobe structures they live in.

Ramrod: the lead cowboy on a cattle drive.

Rank: usually applied to horses: mean-spirited and untrainable.

Reatas: Spanish for ropes. Lariat is a corruption of *la reata*.

Remuda: improvised rope corral; or the group of horses kept in it.

Rimrocking: herding sheep over a cliff for the purpose of discouraging sheepmen.

Rodeo: Mexican term for roundup, not used to denote a show or contest until late in the century.

Roosters: term for roustabouts on steamships.

Roustabouts: rough-and-tumble laborers.

Running iron: any piece of iron that can be heated in a fire and used to "write" a brand onto an animal. Carrying one around in the days of stamp irons is a grave social error.

Rust-eaters: men who handle the rails called themselves this.

Scalawags: Southerners who oppose secession and who support Reconstruction.

Segundo: second in command on a cattle drive (from the Spanish meaning "second").

Shebang: the general store.

Shootist: a gunfighter.

Shoulder straps: slang term for officers in the Civil War and frontier Army days, similar to today's term "the brass."

Slick-ears: cattle without earmarks. See also "mavericks."

Snapper: bronc buster.

Sodbusters: settlers of the prairies who build sod houses.

Stamp iron: a branding iron with the brand shaped on the end by a blacksmith.

Swing rider, a cowboy who keeps the middle of a cattle drive from spreading out.

Tenderfoot: someone who is naive and unused to the hardships of the Old West.

Tipi: a conical hut made of hides sewn together and attached to a pole frame.

Vaquero: mounted herdsman, Spanish cowboy, buckaroo: term used by Mexican cowboys.

Wickiup: a domed hut made of a pole frame covered with brush, reed mats, grass, or hides. Used by the Apaches and other tribes in the Southwest, Great Basin, and California.

Wigwam: a domed hut, similar to a wickiup but covered with bark, animal skin, or woven mats. Common to Northeastern Indians and some Plains tribes.

Wrangler: handles the extra horses on a cattle drive.

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The American West: The Pictorial Epic of a Continent, by Lucius Beebe & Charles Clegg. Bonanza Books, New York, 1955, reprinted 1989. A delightful collection of more than 1,000 illustrations, engravings, and photographs.

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The Horseman's Encyclopedia, by Margaret Cabell Self. A. S. Barnes and Company, 1946. Includes "The Growth of Western Riding," "Mounted Games," "Western Sports," and information on breeds, horse care, and training.

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The Tales of Alvin Maker, by Orson Scott Card. Includes *Seventh Son*, *Red Prophet*, and *Prentice Alvin*. An American frontier where history isn't quite what one expects, and hexes and Indian magic work.

Film

Most of the movies directed by John Ford or Fritz Lang — or starring Randolph Scott, James Stewart, Henry Fonda, John Wayne, or Clint Eastwood — are bound to be good. The following are a few of the Westerns the authors watched — and liked.

Big Jake, 1971, starring John Wayne. Wonderful piece about an old-time cowboy trying to rescue his kidnapped grandson.

Blazing Saddles, 1974, starring Gene Wilder. Mel Brooks, director. One of the best parodies ever!

The Cheyenne Social Club, 1970, starring James Stewart and Henry Fonda. A cowboy inherits his brother's "profitable business" — which turns out to be a brothel.

Fort Apache, 1948, starring John Wayne. John Ford, director. A cavalry Western involving a futile charge into an ambush.

The Good, the Bad, and the Ugly, 1967, starring Clint Eastwood. Sergio Leone, director. Third in the trilogy of the Man with No Name, following *A Fistful of Dollars* and *For a Few Dollars More*.

High Noon, 1952, starring Gary Cooper. Fred Zinnemann, director. A sheriff finds himself alone, facing a man sworn to kill him.

How the West was Won, 1963, starring practically every Western star and directed by Henry Hathaway, John Ford, and George Marshall. The adventures of a pioneer family through three generations.

The Searchers, 1956, starring John Wayne. John Ford, director. A five-year search for girls abducted by Indians.

The Shootist, John Wayne. Professional gunfighter tries in vain to die in peace.

True Grit, 1969, and sequel *Rooster Cogburn*, 1975, starring John Wayne. The adventures of an "over-the-hill" Marshall.

Union Pacific, 1939, starring Joel McCrea. Cecil B. DeMille, director. A Union Pacific troubleshooter foils the plots of the rival Central Pacific.

Western Union, 1941, starring Randolph Scott. Fritz Lang, director. A former outlaw joins the formidable task of laying telegraph lines across the West.

And all those delightfully bad "spaghetti" Westerns!

TV Shows

Most of these shows are available 24 hours a day, thanks to the miracle of cable TV!

The Barbary Coast, starring William Shatner.

Big Valley, the trials and tribulations of the Filthy Rich Barclay family.

Bonanza, the all-male Cartwright family runs the Ponderosa ranch near Virginia City, NV. Has nothing to do with ranching.

Bordertown, new, about a town that straddles the U.S.-Canadian border and has both a U.S. marshall and a Mountie.

Gunsmoke, Marshall Matt Dillon keeps law in Dodge City with the help of deputies Chester, Newly, and Festus.

Guns of Paradise, new, a retired gunfighter raises his sister's kids.

Hondo, about an army scout who's the adopted son of the Apache chief Victorio.

How the West Was Won, based on the movie (see above).

Rifleman, a retired, widowered rifleman raises his son.

Wagon Train, a wagon train wends its endless way West.

The Wild, Wild West, two secret service agents with a private train car and lots of fun gadgets foil evil villains' fantastic plots in a Western setting.

Young Riders, new, loosely based on the recent movie "Young Guns," which was very loosely based on the Lincoln County War.

OLD WEST CAMPAIGN PLAN GM: _____ Date: _____

Campaign name: _____ Campaign's starting year: _____ Rate game time passes: _____
Campaign type: Picaresque or Episodic _____ Realistic, Cinematic, or Blend _____
Campaign backdrop: _____

Campaign Historical Background:

____Earth's History (Can PCs change history?) _____
____Alternate History (What's different?) _____
_____
Campaign's starting date: _____ Recent historical events: _____
Campaign's Tech Level: _____ Major equipment not yet available: _____

Campaign Setting:

(Picaresque) Starting location: _____ Final destination: _____
Likely route: _____ Major stops: _____
_____
(Episodic) Primary location: _____ Secondary locations: _____
_____

Political/Economic Background:

Settled or Wilderness? _____ Territory or State? _____ Military Presence: _____
Population: _____ Primary occupations in area: _____
Existing Local Conflicts: _____
Effectiveness of local law enforcement: _____
Acceptable currency: _____ Scarce or abundant? _____ Standard gold prices: _____
Mining in the area? _____ If not, could there be? _____ How rich a strike? _____
Transportation/Communication available: _____
Indian Tribes in area: _____

Indian Magic:

Level of magic: _____ None _____ Unreliable _____ Fairly reliable _____ Spectacular
Guardian Spirit cost/Power Reserve level: Herbalist _____ Dreamer _____ Shaman _____
Guardian Spirit reaction modifiers: _____ Do sacred sites have normal mana levels? _____
Possible magical effects of medicine bundles: _____
Do fantastic creatures exist (Delgeth, Jackalope, Nashlah, etc.)? _____

Player Character Information:

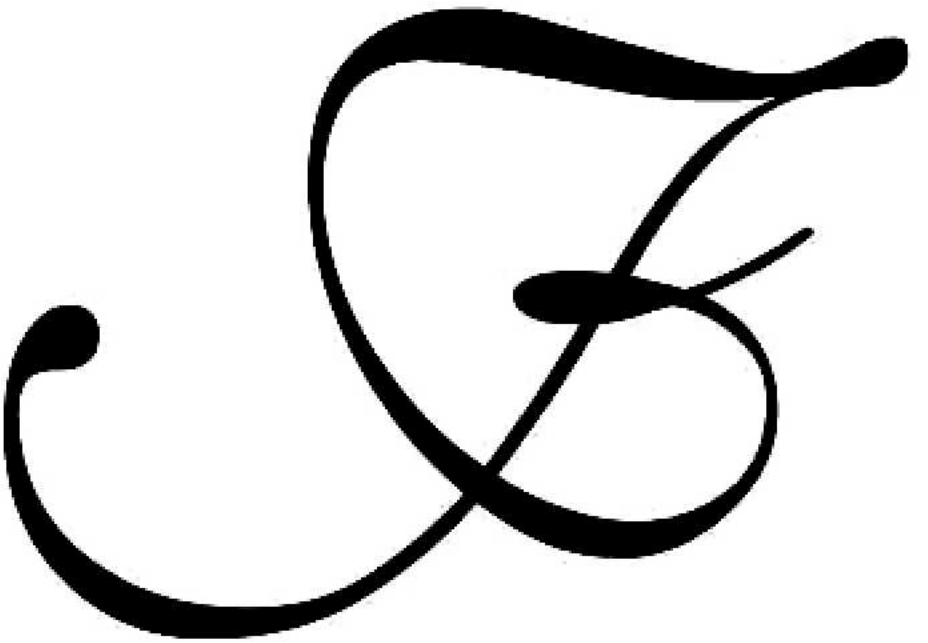
Base Wealth: _____ Starting Point Total: _____
Especially useful/useless character types: _____
Especially appropriate/inappropriate professions: _____
Especially useful advantages and skills: _____
Worthless advantages and skills: _____
Language(s) the PCs will need: _____
Possible Patrons: _____
Possible Ally Groups: _____
Possible Enemies: _____

INDEX

1862 Homestead Act, 7.
Accents, 13.
Accuracy spell, 75.
Act of March 3, 55.
Addiction disadvantage, 31.
Advantages, 28-30; *new*, 29-30.
Alamo, 93, 110.
Alcoholism disadvantage, 31.
Allies advantage, 28.
Ally Group advantage, 29.
Ammunition, 84.
Anasazi, 63.
Animals, 118-122.
Animal Empathy advantage, 28.
Animal Handling skill, 33.
Apache, 64.
Area Knowledge skill, 33.
Arkansas, 6; *Toothpick*, 88.
Armadillo, 119.
Armor, 37, 60.
Army, 27, 28, 62; *characters*, 27, 28; *posts*, 16; *see also War*.
Banish spell, 75.
Barbed wire, 10.
Barges, 49.
Bayonet, 88.
Bean, Judge Roy, 107.
Beast Summoning spell, 75.
Beaver, 7, 119.
Berdaches, 60.
Bestiary, 118-122.
Bibliography, 124-125.
Billy the Kid, 108.
Black Powder Weapons, 83; *loading*, 83; *skill*, 33.
"Bleeding" Kansas, 96.
Bless spell, 75.
Blizzards, 11.
Boot Hill, 11.
Bow, 88.
Bowie knife, 88.
Bowlegged disadvantage, 32.
Bows and arrows, 59.
Braking, 47.
Breech-loading long arms, 85.
Buckboards, 43.
Buffalo Bill, 102.
Buffalo, 10, 119; *hunters*, 22; *hunts*, 57; *soldiers*, 96.
Buggies, 43.
Bullboats, 49.
Bullfight, 17.
Bureau of Indian Affairs, 98.
Burro, 120.
Business cars, 46.
Businessmen, 25.
Butch Cassidy and the Sundance Kid, 11.
Calamity Jane, 102.
California, 7.
Call Guardian Spirit spell, 75.
Campaigning, 109-117.
Cannibalism, 11.
Canoes, 49.
Cap and ball, 84.
Cape Horn, 10.
Careful shots, 80.
Carson, Kit, 102.
Cattle, 120; *drives*, 9; *trail*, 9.
Cattlemen, 99.
Cavalry, 27, 28, 95, 96.
Centerfire cartridges, 84.
Central America, 10.
Central Lowlands, 16, 17.
Cholera, 12.
Church, 15.
Circus, 17, 115.
Civil War, 9, 95.
Cliffhangers, 113.
Clothing, 37.
Clouds spell, 75.
Code of Honor disadvantage, 31.
Code of the West disadvantage, 31.
Coins, 36.
Colorado, 6.
Colt, 86.
Comanche, 61; *language*, 62.
Communication, 14; *long-distance*, 51.
Comstock Lode, 105.
Concealment, 82.
Concord coach, 43.
Conestoga wagons, 43.
Confidence men, 22, 32.
Corp of Topographical Engineers, 26.
Cost of living, 12.
Counting Coup, 57.
Cover, 82.
Cowboy, 17, 22, 112-114; *space*, 113.
Cowboy's Code of Honor disadvantage, 31.
Coyote, 120; *the Trickster*, 69.
Craftsmen, 22.
Curse spell, 75.
Custer, General George Armstrong, 104.
Damage, *bullet and arrow*, 83.
Dance Hall Girl, 114.
Davis, Jefferson, 95.
Death Vision spell, 75.
Deflect spell, 76.
Delgeth, 120.
Delusion disadvantage, 31.
Dentists, 23.
Deserts, 18.
Designing Western adventures, 116.
Detectives, 22.
Diagnosis skill, 33.
Disadvantages, 31-33.
Disaster, 11, 17-18.
Disease, 12-13.
Doctors, 23.
Dodge City, 104.
Donner party, 11.
Dreamers, 30, 71.
Drive, 113.
Drummers, 25.
Drunkards, 23, 32.
Dudes, 23, 32.
Dust, 83.
Dynamite, 84, 108.
Eagle, 120.
Ear-marks, 34.
Education, 14.
Enchant spell, 76.
Enchanted items, 74.
Enemies disadvantage, 24, 31.
Engineers, 26.
Entertainers, 23.
Entertainment, 15.
Episodic campaigns, 110.
Equestrian Acrobatics skill, 36.
Erie Canal, 50.
Espionage, 113.
Evangelists, 26.
Exorcism spell, 76.
Exploration, 6.
Explorers, 6, 23, 101, 110.
Explosives, 84.
Express Mails, 51.
Expressman, 23, 47.
Fanning, 80.
Fast-Draw, *skill*, 24, 33; *double*, 80; *Hollywood Rig*, 79.
Fauna, 17.
Fence Cutter War, 99.
Fire, 12.
Firearms, 59; *in melee*, 84.
Five Civilized Tribes, 67.
Flaming arrows, 60.
Flap holster, 79.
Flatboats, 50.
Flora, 17.
Florida, Spanish, 6.
Fortify spell, 77.
Forts, 17.
Forty-niners, 8.
Fremont, Charles, 102.
Fur, 36; *companies*, 7; *trade*, 7.
Gamblers, 24, 28, 32.
General Santa Anna, 93.
General Store, 37.
Gentleman's Code of Honor disadvantage, 31.
Ghost Dance, 31, 64, 115.
Ghosts, 59, 115.
Gila monster, 120.
Glass, Hugh, 101.
Glossary, 123.
Gold, 8, 9, 10, 36, 102, 105, 106, 111; *fever*, 8; *measurements*, 36; *rush*, 7.
Golden Spike, 44.
Grant, Ulysses Simpson, 95.
Great Basin, 65.
Great Plains, 16.
Great Spirit, 30, 69.
Guardian Spirit, 70, 71; *advantage*, 29; *Eagle*, 30; *roleplaying*, 30; *Wakan Tanka, or "Great Spirit,"* 30.
Gun location, 80.
Gunfight at the O.K. Corral, 80, 105-108.
Gunfighting, 33, 78-90; *tricks*, 81.
Guns/TL5 skill, 33.
Gunslinger's Enemies disadvantage, 31.
Gunslinger, 24, 29, 116.
Hand weapons, 88.
Haslam, Pony Bob, 52.
Hats, 37.
Hell on Wheels, 44, 123.
Healing medicine, 73.
Heraldry skill, 34; *Brands*, 34; *Indian Tribes*, 13.
Herbalists, 30, 71.
Hickok, Wild Bill, 101.
Holster type, 79.
Homesteaders, 26.
Hopi, 60.
Horror, 113, 115.
Horse, 36, 43, 82, 101, 120; *as cover*, 82; *raids*, 58.
Hunt, 55.
Hunters, 25.
Illiteracy disadvantage, 31.
Impressionable Kid, 117.
Indians, 53-77; *adapting spells for magic*, 74; *agents*, 24; *and the Railroads*, 45; *braves*, 24; *California*, 67; *clichés*, 56; *desert tribes*, 61; *"Digger,"* 65; *Eastern tribes, 67; Eastern, in the West*, 67; *of the Northwest*, 66; *magic, 30, 115; Mission*, 67; *names, 59; negotiating with*, 110; *Northwest Coastal*, 67; *Paiute*, 65; *Papago*, 62; *Pima*, 62; *Plains*, 55; *police*, 25; *Pueblo*, 62; *religion*, 55; *Removal Act of 1830*, 55; *sample names*, 60; *Southern tribes*, 67; *territories*, 54; *trade*, 65; *tribes*, 54; *wars*, 97; *weapons*, 58.
Injury, *results of*, 79.
Jackalope, 120.
Jackrabbit, 120.
Jackson, Thomas Jonathan "Stonewall", 95.
Jails, 13.
James, Jesse, 101-102.
Jobs, 12; *table*, 40.
Johnson County War, 108.
Jump-seat wagon, 43.
Keelboats, 51.
Kiowa, 60.
Laborers, 25.
Lances, 58, 82.
Lariat skill, 34.
Lasso, 88; *skill*, 34.
Law, 13.
Lawmen, 25, 29, 32.
Lee, Robert Edward, 95.
Legal Enforcement Powers advantage, 23, 28.
Legends, 100-108.
Lewis and Clark, 6; *Trail*, 7.
Lightning spell, 77.
Lincoln County War, 108.
Lincoln, Abraham, 95.
Literacy advantage, 28.
Louisiana, 6; *Purchase*, 6.
Lynch's Ferry, 93.
Machine guns, 88.
Magazine rifles, 85.
Magic, 59, 115; *items*, 74; *see also Guardian Spirit.*

Mail, 49.
Maneuvers, 82.
Medicine, *bundles*, 73; *for the Hunt and for Warfare*, 73; *men*, 25; *healing*, 73; *making*, 73; *shirts*, 31, 64, 115.
Merchants, 25.
Mexican, *Army*, 92; *war*, 93.
Mexican or Kansas Loop Holster, 79.
Mexico, 6.
Military, 17.
Military Rank advantage, 28.
Minnesota, 6.
Missing Digit disadvantage, 32.
Missionaries, 26.
Mississippi River, 16.
Modern, 113.
Money, 12, 36-37, 48, 111.
Mormons, 7, 15, 32, 42.
Morphine, 31.
Mountain men, 7, 25, 110.
Mounted combat, 82.
Mounties, 99.
Mule, 120; *trains*, 42.
Multiple shots, 80.
Muzzle flashes, 81.

Muzzle-loading, *long arms*, 85; *pistols*, 86.
Nashlah, 121.
Natural hazards, 51.
Navajo, 63, 98; *magic*, 63.
Navy, 28, 92.
New Mexico, 6.
News, 14.
Newspapers, 14.
Nez Percé, 66; *War*, 97.
Nitroglycerine, 84.
Nomads, 63.
Odious Personal Habits disadvantage, 31.
One-shot adventures, 110.
Opium, 31.
Oregon, 7.
Outlaw's Code of Honor disadvantage, 31.
Outlaws, 13, 26, 32, 47, 110, 114.
Overland travel, 42; *hazards*, 42.
Pacific Coast, 18.
Paper, *money*, 36; *cartridges*, 84.
Passenger cars, 46.
Patron advantage, 28.
Pepperbox, 86.
Pestilence spell, 77.
Peyote, 31.
Physical Deformities disadvantage, 32.
Physician skill, 34.
Picaresque campaign, 109.
Pike, Zebulon, 6.
Pilots, 51.
Pinfire cartridges, 84.
Pioneers, 7, 11-17, 26, 111-112.
Pirates, 52.
Pirogues, 49.
Place of Emergence, 63.
Plateau, 18, 66.
Plot, 117.
Pocket, 79.
Poisoned arrows, 60.
Police, 14.
Pony Express, 52.
Porcupine, 121.
Posse, 28.
Potlatches, 67.
Powder and shot, 84.
Power Weapon spell, 77.
Powers, 69.
Prairie schooners, 43.
Predict Weather spell, 77.
Price list, 37-39.
Primitive disadvantage, 32.
Prize fights, 17.
Professionals, 26, 29.
Prospectors, 26, 116.
Protective clothing, 37.
Puma, 121.
Quantrill's Raiders, 96.
Rabbit fever, 13.
Raccoon, 121.
Rafts, 50.
Railroad, 14, 26, 44; *and settlers*, 46; *buildings*, 47; *cars*, 46; *hazards*, 48; *speeds*, 47; *wars*, 44.
Railways, *major*, 45.
Ranch Hand, 114.
Range wars, 99.
Ranged weapons, 88.
Rapid firing, 80.
Religion, 14.
Remove Curse spell, 77.
Remove Pestilent Object spell, 77.
Rendezvous, 7.
Reporters, 14.
Reputation, *advantage*, 28; *disadvantage*, 32.
Reservation, 55.
Resist Fire spell, 77.
Revivals, 15.
Revolvers, 86.
Riding skill, 35.
Rifled weapons, 83.
Rimfire cartridges, 84.
Roadrunner, 121.
Robbery, 52, 101, 114; *train*, 47-49.
Rocky Mountains, 16, 18.
Rodeos, 17.
Roundup, 113.
Roustabouts, 51.
Rustlers, 9, 99.
Saber, 88.
Sacajawea, 7.
Saloons, 15.
San Francisco, 103.
Santa Fe, 7.
Scalped disadvantage, 32.
Scalping, 32, 58.
School Marm, 117.
Scientists, 26.
Scorpion, 121.
Scouts, 25, 27, 62.
Seeker spell, 77.
Settlers and Railroads, 46.
Shamans, 30, 71.
Sheep, 121.
Sheepmen, 99.
Sherman, William Tecumseh, 96.
Shields, 60, 74.
Shooting through walls and floors, 81.
Shootists, 24; *see Gunfighting*.
Shootouts, 80.
Shoshoni, 7, 66.
Shot, 84.
Shotguns, 86.
Showdowns, 79.
Sign Language skill, 35.
Silver, 36.
Sioux, 60; *allies*, 62; *animals*, 61; *enemies*, 62; *entertainment*, 61; *nation*, 60; *societies*, 61; *warfare*, 62; *villages*, 60.
Sipapu, 63.
Skills, 33-36.
Skunk, 121.
Slang, 13.
Sleeper/parlor car, 46.
Slim Jim holster, 79.
Slipping the hammer, 80.
Smoke, 83.
Smoothbore weapons, 83.
Snake oil salesmen, 22.
Social Status, 67.
Social Stigma disadvantage, 32.
Soiled doves, 27, 29, 32.
Soldiers, 27-28; *see also Army*.
Sorcery, 71.
Soundtracks, 117.
Space cowboys, 113.
Special Aid, 73.
Spells, 30; *list*, 75-77.
Spies, 113.
Stagecoach, 43, 52; *hazards*, 44.
Stampedes, 122.
Starr, Belle, 103.
Statehood, 12.
Status, 12.
Steamboats, 51.
Stetsons, 37.
Stingy pistols, 87.
Summon Spirit spell, 77.
Sun Dance, 72.
Surprise attacks, 81.
Survey, 26.
Sutlers, 37.
Sutter's Mill, 8.
Swivel rig, 79.
Taxes, 13.
Telegraph, 14, 52.
Telephone, 14.
Tenderfeet, 23, 32.
Territorial Wars, 110.
Texas, 6; *fever*, 13, 120; *Navy*, 92; *Rangers*, 93.
Time travel, 115.
Timeline, 19-20.
Tipi floorplan, 61.
Tobacco, 31.
Tomahawk, 58, 88.
Totem poles, 66.
Tourists, 23.
Tracking skill, 35.
Trade and Intercourse Act of 1834, 55.
Trademark disadvantage, 33.
Trading, 36; *posts*, 7, 36.
Trailblazing, 6, 23.
Train, 10.
Transcontinental Railway, 44.
Transferring Power, 72.
Transportation, 41-52.
Trappers, 7, 25; *Traps skill*, 35.
Tribal Enemies disadvantage, 31.
Tularemia, 13.
U.S. Cavalry, 95.
United States Indian Policy, 55.
Unusual Background advantage, 29.
Ute, 65.
Vigil, 69.
Vigilantes, 13, 104, 110, 111.
Vision quest, 29, 69.
Vision, 71.
Vulture, 122.
Wagon trains, 7, 42-43, 111.
Wakan Tanka, 30, 69.
War between Mexico and Texas, 92.
War clubs, 58.
War of 1812, 91.
Warfare, 57.
Warrior's Code of Honor disadvantage, 31.
Wars, 91-99.
Waterways, 49.
Weapons, 74, 83; *cap-and-ball*, 83; *descriptions*, 85-88; *hand*, 88; *location*, 79, 80; *muzzle-loaders*, 83; *smoothbore*, 83; *table*, 88-90; *type*, 79.
Weather, 9, 11, 17-18.
Wells, Fargo & Co., 49.
Western, *plots*, 110; *society*, 11; *towns*, 11; *Union*, 52.
Whip, 88.
White Stallion, 106.
Winkte, 59.
Witches, 71.
Wolverine, 122.
Women, 27, 32.
Wrist spring holster, 79.
Young, Brigham, 15.
Yuman tribes, 62.



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