

BH13

BOOT HILL

TM

Wild West
Module

BALLOTS & BULLETS

by
David James Ritchie

ELECTION DAY



SPECIAL
CAMPAIGN
MODULE

TSR
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in Roleplaying Games

7701



FOR MAYOR



HAMILTON FISK

THE PEOPLE'S CHOICE



WILD WEST MODULE BH3

BALLOTS & BULLETS

by

David James Ritchie

*People's choice or political hack? Now you can be either . . . or both. **BOOT HILL™** Module BH3 **BALLOTS & BULLETS** recreates a complete wild west political campaign. Included is a detailed map of Promise City, 300 NPC descriptions and extensive campaign rules. Also included are 7 bonus scenarios.*

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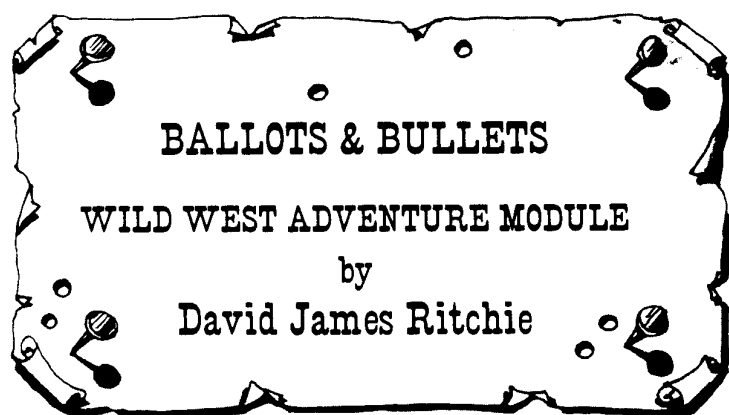
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INTRODUCTION

The time is 1 August 1882. The place, Cochise County, Arizona. The newly-settled town of Promise City is about to hold its first election. Nestled in the foothills of the remote Chiricahua Mountains, Promise City has been isolated from the political strife that has torn Cochise County in the last year. But, now, with its charter approved by the Territorial Governor, the town is isolated no longer. Though the election is still three months away, already the town is overflowing with the partisans of the same political factions that have shed so much blood in nearby Tombstone and Galeyville. On one side, the **Law and Order Faction**, supported by the merchants, townsfolk and most large land owners is demanding an end to the lawlessness plaguing the county. On the other side is the **Cowboy Faction**, supported by the miners and prospectors who claim that "law and order" is just a cover behind which the large land owners can hide the fact that they are stealing everything of value in the county.

BALLOTS & BULLETS Wild West Module is a full-scale campaign for use with **BOOT HILL™** Wild West Role Playing Game. You **must** have a copy of the **BOOT HILL™** game in order to play this module. Any number of players can participate in the campaign as hired guns, political candidates or in some other capacity. However, it is recommended that no more than 6 Player Characters actually run for political office. Those lacking the time or inclination to play an entire campaign may wish instead to play one or more of the mini-adventures listed in the **ISSUES AND EVENTS** section.

HOW TO USE THIS BOOKLET

Before beginning a **BALLOTS & BULLETS** campaign, the following steps must be taken:

1. The GM must carefully read through this entire booklet, making sure that he understands how to use it and how the factions and characters presented interact.
2. The players must each select one or more Player Characters who will participate in the campaign. In most cases, the players will have to generate characters especially for the game, though some players may wish to play characters they have used in previous adventures. The GM may, if he desires, offer the players the option of playing a character from the **NPC LIST** in this booklet. Regardless of how characters are selected, each character's faction and degree of commitment to that faction must be decided by the GM.
3. The GM should read aloud to the players the **BACKGROUND** section and should let them look over the **MAP OF PROMISE CITY** on the inside booklet cover, answering questions and indicating the location of the most important buildings. As (*presumably*) newly-arrived residents, the players will **not** be familiar with details... only with general layout.

4. The GM should then explain the basic structure of the political system and should begin the game with the first day of the first week of the campaign.

A complete **BALLOTS & BULLETS** campaign consists of 12 weekly **CAMPAIGN TURNS**, each of which consists of seven days during which game activities are conducted, encounters are resolved, etc. using the **BOOT HILL™** rules as amplified in the **THE ELECTION CAMPAIGN** section of this booklet. Most events are designed to occur in the area shown on the **MAP OF PROMISE CITY** on the inside of the cover of this booklet. A detailed description of the features on this map is provided in the section entitled **GUIDE TO PROMISE CITY**. All of the individuals (other than small children) likely to be encountered in Promise City are listed in the **THE PEOPLE OF PROMISE CITY** section or discussed in the **COCHISE COUNTY** portion of the **BACKGROUND**. At the end of each **CAMPAIGN TURN**, the GM determines the effects of the players' (and NPCs') actions during the course of the previous week on each other and on the political campaign in progress. Political consequences are discussed in the **ISSUES & EVENTS** section of these rules. It is recommended that each week of the campaign be played as a single two or three hour session. At the end of the 12-week campaign, the GM conducts a final special session using the **ELECTION DAY** rules to determine the campaign's outcome.

BACKGROUND

Arizona is, in this year, 1882, the wildest and most dangerous place in America. Despite the fact that the first settlement was built in 1580, the arid deserts and raw-boned mountains of the territory have never attracted anyone but the hardest of pioneers. Civilization in the Arizona Territory consists of a few score dusty towns and mining camps scattered along a handful of rivers or nestled in the mountains where the richest silver veins are found. Most are boom towns whose economies are based on mining or cattle rustling. Having grown up overnight, they will also disappear as quickly with the fencing of the range or the depletion of the mines which are the source of their prosperity. Aside from the wide-open boom towns and mining camps, a sprinkling of isolated ranches are the only evidence that man ever came to this desolate place.

This is the land of the bandito and the Apache. Here a man must shoot fast and straight if he is to survive. The only law outside of the towns is the Army and the small company of Arizona Rangers under the control of the Territorial Governor. It is not enough...crime is rampant...robbery is epidemic. Rustling is a plague upon the land.

And just as Arizona is the wildest and most lawless part of the country, so Cochise County is the wildest and most lawless part of Arizona.

COCHISE COUNTY

This 80 mile square chunk of mountain and open range in the extreme southeast corner of the territory is divided roughly by the north-south running Sulphur Spring Valley. To the east of the valley, along the border with New Mexico lie the rugged Dos Cabezas and Chiricahua Mountains. To the west are the Dragon and Mule Mountains which divide Sulphur Spring Valley from the fertile grasslands of the San Pedro Valley bordering neighboring Pima County.

The western part of the county is the more civilized part, containing the US Army outpost at Fort Huachuca and the huge mining camp of Tombstone. The eastern part is a haven for outlaws and rustlers where, until a year ago, taxes were never collected. Cut off by the Gila Mountains to the north, the Sonoran Desert to the south and the two mountain chains on either side, Sulphur Spring Valley has been an almost ideal stronghold for such infamous badmen as **Johnny Ringo**, **Curly Bill Brocius**, **Billy Claibourne**, the **Clantons** and **McLaury's**, "**Mysterious Dave**" **Mather** and "**Buckskin Frank**" **Leslie**.

The law in Cochise County is the province of the town marshals and of County Sheriff **Johnny Behan**, an appointee of Governor Fremont, now running for his first term as an elected official. Running against Behan is one of his Deputy Sheriffs, **Dave Nagle**. The County Sheriff's office is in Tombstone and neither Behan nor Nagle ever cross the Dragoon Mountains into the Sulphur Spring area. However, another of Behan's deputies, **Billy Breakenridge**, is frequently in the valley handling business for his boss.

Statistics on all of the aforementioned badmen and on Deputy Sheriff Billy Breakenridge can be found in your **BOOT HILL™** rules under **THE FASTEST GUNS THAT EVER LIVED**. Also listed in that source are statistics for two other famous gunmen who might well drift into the area covered by this campaign: Arizona Ranger **Jeff Kidder** and **John Slaughter** (a rancher in the San Pedro Valley at this time). Of the Clantons and McLaurys, only **Ike Clanton** is still alive and in the county (the others having been killed by the Earps and Doc Holliday or fled the area). **Johnny Ringo** was killed (or committed suicide) over a month before the start of the game. **Holliday** and the **Earp** brothers are no longer in the area, though their memory is still fresh in Tombstone where the gunfight at the OK Corral took place ten months ago.

Brocius, Claibourne, Mather and Leslie all favor the **COWBOY FACTION** very strongly. Slaughter favors the **LAW & ORDER FACTION**. Kidder and Breakenridge are more or less neutral.

SULPHUR SPRING VALLEY

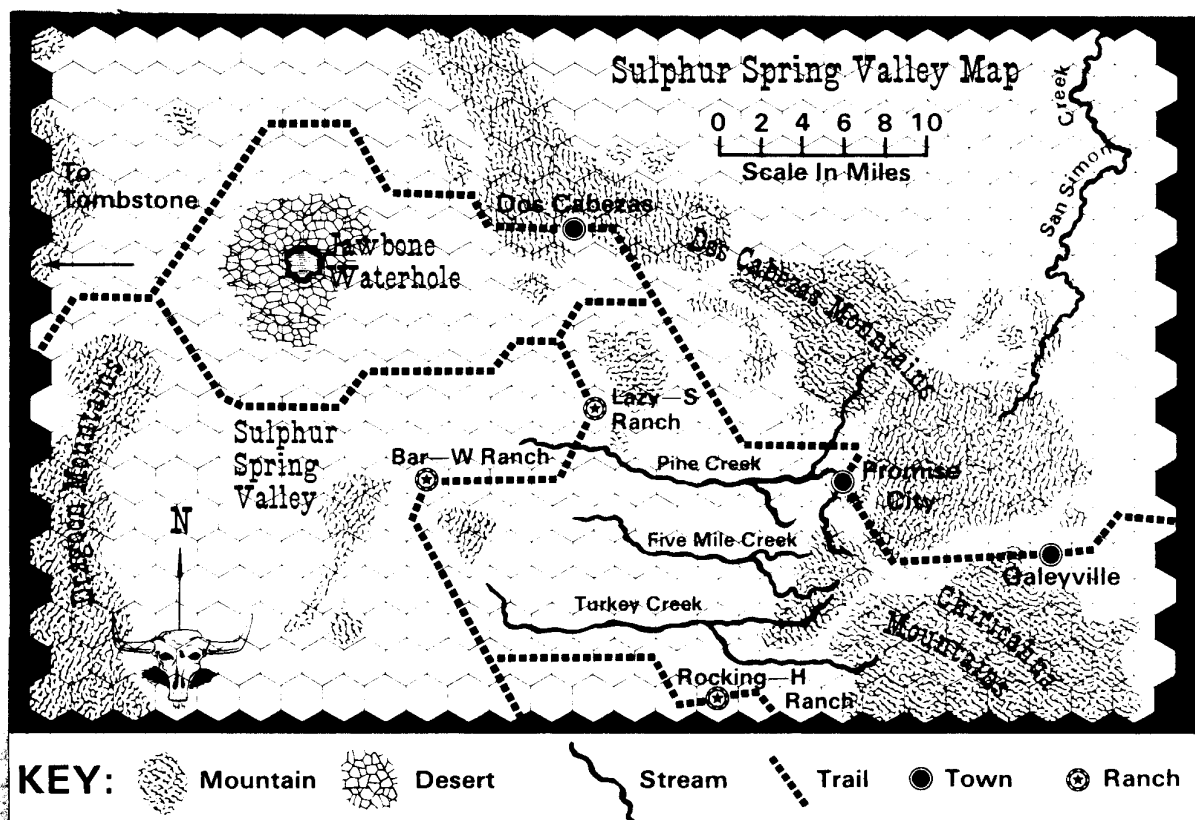
The **SULPHUR SPRING VALLEY MAP** below shows the northern part of the valley where the action of this campaign module occurs. To the extreme north is the small mining camp of **Dos Cabezas** (population: 278). In the mountains due east of the valley is the town of **Galeyville** (population: 497). In the middle of the valley

and along its eastern edge is **Promise City** (population: 266). There are also three large ranches in the valley: the **Lazy-S**, **Bar-W** and **Rocking-H**.

Emery Shaw and his son, **Humphrey**, run the **Lazy-S Ranch**. Their herd of about 300 cattle grazes the open range of the valley between Dos Cabezas and Promise City. Emery Shaw's daughters, **Ellen** (20) and **Tricia** (22) are almost as tough as their legendary father and often help tend the herd (especially during roundup or branding time). The Shaws keep four hired hands (**Tim Kilpin**, **Jude Gleeson**, **Jeff Hummel** and **Abner Mingle**) and may hire one more during the course of the game if a suitable candidate presents himself. Pay is \$30 a month plus room and board. The Shaws are bitter enemies of the **COWBOY FACTION** (especially **Curly Bill Brocius** and the **Koontz brothers**).

The aged **Anse King** still takes an active interest in the running of his ranch, the **Bar-W**, but most of the work is done by his son, **Ashley**, and his grandson, **Troy**. The Kings have two hired hands, **Ned Lay** and **Cuffie Mann**. They run a little over 200 head of cattle in the central part of the valley. Ashley's wife, **Rebecca**, is active in **THE CHURCH OF GOD (55)** and so, is frequently in Promise City, accompanied by Troy or Ned Lay. The Kings are strong supporters of the **LAW & ORDER FACTION**.

The **Rocking-H Ranch** is run by **Forest Morand** and his son, **Tempel**. They have five hired hands (**Monte Waller**, **Duke Snyder**, **Bart Hoople**, "**Juniper Jack**" **Stuart** and **Autie Lynn**) and are usually assisted by Forest's youngest son, **Headley**, and his daughter, **Kipsie**. The Morands run over 700 head in the southern part of Sulphur Spring Valley. In addition, Forest's brother **Zachary** oversees the Morands' cartage business in Promise City. At the beginning of the campaign, Forest and Tempel Morand and all of their hands except Autie Lynn are away on a cattle drive and the Morand herd is down to 200 head tended by Lynn, Kipsie and Headley. The Morands and their hands will return in the ninth week of the campaign.



There are also between 50 and 75 prospectors and small miners in the mountains shown on the map. These men will rarely wander into Promise City during the campaign (except for those included on the **NPC LIST** who are based in Promise City). Those who do come into town will invariably favor the **COWBOY FACTION**.

There are at least 150 rustlers and small-time criminals holed up in the mountains shown on the map, about half of them in and around Galeyville. Another fifty such men make their homes in the southern part of Sulphur Spring Valley (not shown). These include the savage and slightly feeble-minded **Koontz brothers**, gunman and rustler, **Mongo Bailly**, outlaw "**Pinto Joe**" **Weems** and his sidekick and paramour, "**Shotgun Sally**" **Fox**. All five badmen and the hands from the three large ranches in the valley are frequent visitors to Promise City. Whereas the badmen tend to favor the **COWBOY FACTION** (see **THE FACTIONS**), the large ranchers are all strongly behind the **LAW & ORDER FACTION** and most of their hired hands share their sentiments.

PROMISE CITY

Founded only 18 months ago, Promise City already has a population in excess of 250 and a graveyard containing over a hundred graves. As a result of several almost simultaneous filings, no less than four separate silver mines are currently in operation in the foothills surrounding the town and these mines are the source of Promise City's phenomenal growth. The silver has attracted miners and prospectors and they, in turn, have attracted purveyors, gamblers and a host of badmen who make their living preying on those who bring the silver out of the ground.

Physically, the town consists of an untidy sprawl of a couple of hundred buildings nestled in a basin beneath the foothills of the Chiricahuas. Steep hills surround it to the south, east and west. To the north is a shallow pass through which runs the Tombstone-Galeyville Road. Northwest of the town is a sandy stream known as Pine Creek. The biggest mine in the area is the **BREAKHEART MINE** southwest of town. To the south is **THE LUCKY DEUCE MINE**. To the southeast is the **LIBERTY HILL MINE** and to the northeast of town is the small **GILA BELLE MINE**. Next to the minehead of the **BREAKHEART MINE** is a small combination smelter and stamping mill where almost all of the ore in the Promise City area is processed. The **SILVERBELL MINING COMPANY** owns both the **BREAKHEART MINE** and the stamping mill and smelter. In the lee of the rocky hill containing the **BREAKHEART** operation is a low hillock where **BOOT HILL** is located.

The heart of Promise City is an area two blocks wide and three blocks long bounded on the north by Sierra Street, on the south by South Street, on the east by Fremont Street and on the west by Federal Street. Most of the stores, saloons and offices in town are located in this area. West of Federal Street are a score of substantial homes belonging to the town's more prominent citizens (and including a number of rare brick buildings). South of South Street is a thin scattering of homes and businesses which rapidly gives way to the surrounding hills. North of Sierra Street are the **GUNSIGHT BRICKWORKS**, **MORAND CARTAGE**, two boarding houses and a dozen homes. The area east of Fremont Street is dominated by

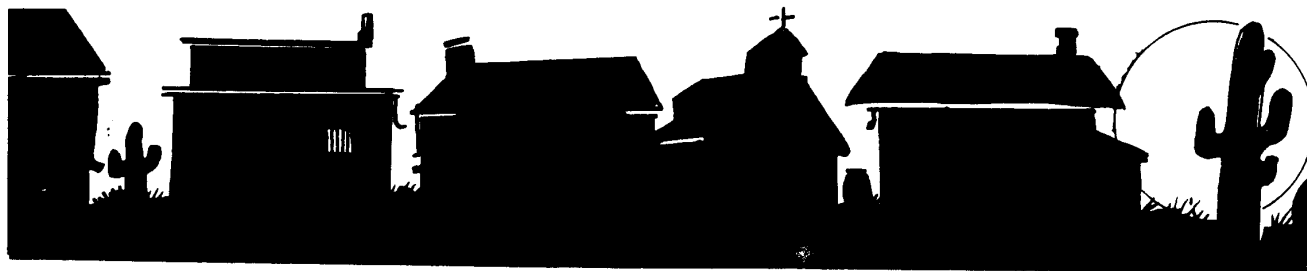
the ramshackle adobe and wooden shacks of the small Mexican and Chinese populations and the poorer workers and miners. East of this depressing collection of tumbledown houses is a spur of rock where a dozen drifters have their camps.

Job seekers will have a good chance of finding work at the **LIBERTY HILL MINE (110)** where an additional miner is wanted at a wage of \$10 per week, the **BREAKHEART MINE (101)** where three new miners are wanted at a wage of \$12 per week or **MORAND CARTAGE (186)** where three new hands are wanted at a wage of \$9 per week plus room and board. Temporary work (about two month's worth) can be had as a day worker at **CASSIDY LUMBER (60)** working on the new courthouse at a wage of \$1.50 per day. Part-time work (20 hours per week) as a bartender is available at **THE ALHAMBRA SALOON (18)** at 40 cents per hour. **BROWN'S ICE HOUSE (155)** and **DRISCOLL'S TANNERY (181)** each have a laboring job open at \$8 and \$10 per week, respectively. Finally, there is an offchance that temporary work may be available at **WELLS FARGO (62)** at \$3 per day as either a guard or a driver. Those with better than average gunfighting skills might also find jobs as body guards and "campaign workers" for political candidates.

Lodging is available at three hotels: **THE PROMISE CITY HOTEL & CAFE (14)**, **THE DROVERS' HOTEL (64)** and **EL PARADOR (158)**. Prices range from 60 cents per night at the **PROMISE CITY** through 50 cents per night at **THE DROVERS'** to a low of 25 cents per night at **EL PARADOR**. However, there is a good chance of getting rolled at **EL PARADOR**. Long term shelter can be found at several boarding houses. **THE GREAT WESTERN (1)** usually has one or two rooms available for \$8 per week (including breakfast and supper). **FLY'S (5)** also usually has one or two rooms available for \$9 per week (including breakfast and supper). A room at **THE COCHISE (87)** can almost always be had for \$6 per week (including breakfast and supper) and **THE COMSTOCK (167)** always has two rooms available for the same price (also including meals). Only the **DOUBLE EAGLE (189)** is invariably full-up. There are two empty houses in town (**149** and **137**) each renting for \$5 per week.

The town's current government (sanctioned by the territorial governor as a temporary measure) is the **PROMISE CITY CIVIC ASSOCIATION**, a committee of 5 prominent citizens (**Frank Condon**, **Jim Eaton**, **Bill Watkins**, **Hamilton Fisk** and **Burton Lumley**). Frank Condon chairs the committee which operates the school, the volunteer fire department and the marshal's office and is in charge of building the new courthouse. The mayor and city council members will take over these functions once the election is over. All 5 committee members are political candidates.

Other important organizations in and around Promise City include the **PROMISE CITY VIGILANCE COMMITTEE**, **THE CHURCH OF GOD WEDNESDAY AFTERNOON BIBLE CIRCLE** and the **PROMISE CITY BOOSTERS**. Neither the Democratic nor the Republican Party yet has an organization in the Sulphur Spring Valley (though Arizona as a whole is heavily Democratic and nearby Tombstone has a strong Republican Party organization). Party politics plays no part in this module (the factions are far more important). The **SULPHUR SPRING CATTLEMEN'S ASSOCIATION** doesn't operate inside Promise City, but has a powerful role in politics there nonetheless.





GUIDE TO PROMISE CITY



The following listing identifies all of the structures and places of interest in Promise City. It is keyed to the **MAP OF PROMISE CITY** found on the inside cover of this module. To use this guide, simply find on the **MAP OF PROMISE CITY** the number of the building you want to identify and locate that number in the guide. The guide will describe the building and tell you who owns it and who lives and/or works there. Some buildings will include notes of interest such as the location of safes, strongboxes or weapons. Single square buildings without numbers are outhouses. A series of contour lines show the rise of the surrounding hills.

The area **inside** the dashed line in the middle of the map is identical to the area shown on the city map included in your **BOOT HILL™** game. The names and functions of some buildings have been changed, but their size and shape remains the same. It is strongly recommended that players confine most of the action to the city center shown on the **BOOT HILL™** map.

Whether or not an individual will be present in a building will depend upon the time of day and the individual's connection with the building. Merchants will almost invariably be in their shops between 8 am and noon and between 1 pm and 7 pm every day of the week *except* Sunday and Wednesday. On Wednesday, merchants will be in their shops between 8 am and noon only. The shops close early on Wednesday's so the good people of Promise City can attend Wednesday Afternoon Bible Circle. All good citizens will be home in bed between 10 pm and 6 am and even those celebrating in the saloons will be in bed by 2 am. Professionals (doctors, lawyers, lawmen, the parson, the priest, bankers, newsmen, photographers, the schoolmarm and the undertaker) will keep almost the same hours as merchants. Hired hands, miners, and others engaged in manual labor will be on the job from about 7 am until 7 pm. Entertainers will usually be in bed from 2 am or so until around noon and will work from about 4 pm until 2 am. Bartenders and bouncers will work from 9 or 10 am until 1 or 2 am (with a dinner break between 4 pm and 6 pm). Housewives will be home 80% of the time during the day. Some merchants, most professionals and practically all miners and hired hands will spend their evenings (between 7 pm and midnight) in a saloon or cafe. Hardcore card players or drinkers will stay on until 2 am when the bars officially close. Gamblers keep hours similar to entertainers (but are more flexible). In some cases, exceptions to these hours have been noted in the ensuing guide.



1. GREAT WESTERN BOARDING HOUSE AND CAFE. This three-story clapboard structure is owned and operated by **Bill Watkins**, with assistance from his wife **Peg**, and their son, **Kirby**. There are 14 rooms, one of which is occupied by Bill and his wife. An adjoining room is occupied by Kirby. One or two rooms will be empty at any given time. They rent only by the week (for \$8, including breakfast and supper cooked by Peg). **Dave Melany**, **John Hagen**, **Dooley Wilson**, **Derrick Avery**, **Jason Snively**, **Joe Reiser**, **Colin Hunter**, **Newton Gilly**, **Dick Lester**, **Chandler Wells** and **Jenny Campbell** are regular boarders. Non-boarders can get breakfast for 5 cents and lunch for a dime. Supper is served to boarders only.

2. WELLER'S BLACKSMITHING. This one-story wood-sided shed is both home and business to the town blacksmith, **Henry Weller**. Weller makes most of his money shoeing horses at 30 cents a shoe or \$1.00 a horse. He will smith other items (broken farm implements, etc.) for \$2 to \$10 per job, depending on the amount of work required (assume a wage of 20 cents an hour for large jobs plus the cost of materials).

3. THE BAR "H" STABLES. **Dick Lockmyer** is the proprietor of this two-story, wood-sided stable. The first story contains stalls and a partitioned living area for Dick. The second story consists of a hay loft kept full of fodder. Dick will feed and stable any horse for 50 cents a day. He owns a 25% share in the place. **Burton Lumley** (who bankrolled the building of the stable) owns a 75% share in it.

4. THE SMITH HOUSE. This comfortable two-story, whitewashed clapboard structure is the home of **Eric Lee Smith** and his wife, **Melissa**. During the day, the Smiths will be found at the **PROMISE CITY HOTEL & CAFE (14)**.

5. FLY'S BOARDING HOUSE. **Roger Fly** and his wife, **Janet**, own and operate this two-story, wood-frame boarding house. They live downstairs and rent the six upstairs rooms for \$9 per week (including breakfast and supper cooked by Mrs. Fly). **Edsel Trask**, **Neman Sanders**, **Roy Ryer** and **Coolie Fagen** are regular boarders. There will always be at least one (sometimes, two) rooms available, but *only* to respectable looking people (*No Cowboys Allowed*).

6. FLY'S PHOTO STUDIO. **Roger Fly** operates a photo studio in his spare time out of this wood and adobe shed. Fly charges 50 cents for portrait photos, 50 cents for tinting and 25 cents for frames.

7. BAUER'S UNION MARKET. **Lemuel Bauer** and his mail-order bride, **Ilsle**, operate this grocery store. Bauer keeps a double action revolver under the counter in case of trouble. The Bauers live in building **180**. Bauer's inventory includes: bacon (7 cents per pound), beans (10 cents for 3 pounds), dried beef (15 cents per pound), coffee (30 cents per pound), lard (7 cents per pound), oatmeal (3 cents per pound), rice (5 cents per pound), tomatoes (8 cents per 3 pound can), soap (15 cents per cake for regular soap and 25 cents per cake for hard-milled, "French" soap).

8. PAPAGO CASH STORE. **Ike Sherman** and his wife, **Jesse**, operate this General Store which is part of a chain headquartered in Denver. In addition to the one-story wood frame store, there is an attached corral where the Shermans keep travellers' horses penned (feeding is extra) for 25 cents a day. Ike keeps a double action revolver by the cash box. The Sherman's live in building **208** which they rent from Frank Condon. The Papago's prices are the lowest in town. The store's inventory includes: rope (3 cents a foot for light rope and 4 cents a foot for heavy), wood stove (\$10), metal water bucket (75 cents), coffee pot (75 cents), frying pan (15 cents), splitting axe or maul (50 cents), paint (5 cents a pound in powder form), hunting knife (\$1 with sheath), walking stick (20 cents), bandanna (5 cents), women's boots (\$2.75 per pair), straw hats (50 cents), men's boots (\$2.50 per pair), bluejeans (\$1 a pair), unionsuit (\$1), trade blanket (\$1). Sherman's corral is used by the Vigilantes as a night rendezvous.

9. TOWN JAIL. This windowless brick annex is attached directly to the office of the town marshal (**10**). It has an iron-barred door specially made in Denver. The floor is 2" thick oak planking laid over a brick and clay foundation.

10. PROMISE CITY MARSHAL'S OFFICE. This one-story brick structure is the office of the temporary marshal, **Bret Hollister**, who also sleeps there. There are 2 double-barrelled shotguns, a single-barrelled shotgun, a scattergun, a 15-shot repeating rifle and a 9-shot repeating rifle chained into a gun rack by the door. The key to the padlock on the chain is in the middle drawer of Hollister's desk along with a 6-shot single action revolver. Outside the door to the office is a posting board with several dozen (mostly out of date) wanted posters tacked to it.

11. COUNTY CLAIMS OFFICE. This one-story brick building houses a branch office of the County Recorder (whose office is in Tombstone). **Dennis Winston**, Deputy County Recorder, holds office hours there from 9 to 6 (with an hour off for lunch between noon

and 1 o'clock) six days a week (closing only on Sunday). Winston will charge a \$2 filing fee to record a claim to any unclaimed land in the eastern half of Cochise County. For an additional \$10 fee, he will make an official survey of the claim (which will help protect it from claim jumpers). Winston and his wife, Sherry, live in building 148.

12. PROMISE CITY TOWN HALL AND CIRCUIT COURT-HOUSE. The pride of the community, this two-story brick and timber building is designed not only to house the office of the mayor, but the chambers of the city council which will double as a court room whenever the circuit judge is in town. Since the building isn't finished inside, the Circuit Court will meet for at least part of the game at the **COMIQUE VARIETY HALL & SALOON (19)**. The Town Hall will be finished about 6 weeks into the game.

13. CIRCUIT JUDGE'S OFFICE. This one-story brick building is the office of Circuit Judge Nathan "Hanging Nat" Isby who is in town one week out of every three to conduct trials. When in town, Isby stays at the **DROVERS' HOTEL (64)**. During the two weeks in three that Isby is elsewhere in the county, his office is closed. Since he is charged with supervising the election, Isby will be in town on the first and last weeks of the campaign. He and Dennis Winston will count the votes.

14. PROMISE CITY HOTEL & CAFE. Eric Lee Smith and his wife, Melissa, own and operate this two-story clapboard restaurant and hotel. The first floor contains the kitchen and dining area. The second floor contains 6 small rooms which rent for 60 cents a night...payable in advance. Breakfast at the cafe sells for a nickel. Lunch is available for 10 to 15 cents and dinner costs between 15 and 40 cents. The Smiths live in building 4.

15. OFFICES OF DOCTOR JAMES EATON. This one-story, white-washed frame building is the office of "Painless Jim" Eaton, the town's only regular doctor (and dentist). "Painless" is assisted by his wife, Beth. The Eatons live in building 92. Sample fees include: tooth or bullet removed = 50 cents; leeching = 25 cents; bullet hole or laceration patched or stitched = 50 cents; burns treated = \$2; bone set and splinted = \$1; amputation of limb = \$6; treatment of "fever" (cholera, dysentery, malaria, smallpox, typhus, typhoid fever, spotted fever, yellow fever) = \$3; treatment of consumption or gripe = \$1; buckshot removed = \$2; tetanus, rabies, gangrene or social diseases treated = \$2; false teeth made = \$10; tooth filled = \$2.

16. PROMISE CITY COOPER SHOP. "Coyote Kay" Kaufman lives in and operates her cooper's shop out of this one-story wood-sided building. She keeps a buffalo rifle beside her bed (in a curtained alcove in the back of the shop). Coyote Kay will make a wooden bathtub or a 50 gallon barrel for \$1.50 and a smaller item (30 gallon barrel, 20 gallon lard tub, etc.) for \$1.

17. TELEGRAPH OFFICE. The offices of Western Union are located in this one-story brick building. Telegrapher and agent, Dave Melany, is on duty in the offices from 8 to 5 (with an hour off for lunch between noon and 1 o'clock) six days a week (closed Sunday). He boards at the **GREAT WESTERN BOARDING HOUSE AND CAFE (1)**. It costs a penny a word to send a telegram anywhere serviced by Western Union.

18. THE ALHAMBRA SALOON. This single-story brick building houses Steve Lord's small saloon and lunch counter. Lord acts as his own bartender and bouncer and lives in a room at the back of the building. He has a single action revolver under the bar in case of trouble. The Alhambra is a favored noon-time watering spot for local merchants who come for the free lunch. Unlike most of the saloons in town, it closes at 9 pm each evening (except Saturday when it stays open until midnight). Lord is looking for a part-time bartender and clean-up man for 20 hours per week at a wage of 40 cents an hour.

19. COMIQUE VARIETY HALL & SALOON. This one-story brick and stone building has a 20 foot ceiling and is the most solidly-constructed building in Promise City. Alfred Brower and Pierre Jaquet each own a 45% share in the place and Warren Watson (the piano player at the Comique) owns the remaining 10%. Brower

tends bar and keeps order with a single action six-shot revolver that he keeps under the bar. Watson plays piano, doubles on the bar and cleans up. Famous Denver showgirl, Flossie McKenna, sings twice nightly (at 7 and 9) and Brower sometimes books other singing, dancing and variety acts for one-night stands. Brower, Watson and McKenna all board at **THE DOUBLE EAGLE BOARDING HOUSE (189)**. Brower and Jaquet currently let Judge Isby hold court in the Comique during the day on weeks when Isby is in town. Gamblers Rolf Larsen, Larry Freed and Governor Pike all frequent the Comique, but Brower makes an effort to insure that their games are kept relatively honest. He has barred Paget Flashman and Conrad Booth from the place for conducting crooked games.

20. BOYD'S CIGAR STORE. Alton Boyd rents this one-story brick building from co-owners Alfred Brower and Pierre Jaquet and runs a cigar and notions store out of it. Sample items include: cigars (1, 2 or 5 cents), pipe tobacco (25 cents for domestic and \$1 for imported in 12 oz. tins), French chocolates (limited quantity...\$4 a box), pipes 75 cents to \$5, cutplug (20 cents per pound), cigarettes (pack of 10 for 5 cents). Boyd keeps a single action 6-shot revolver under the counter. He lives in building 183.

21. PIERRE'S GUNSHOP & HARDWARE. This single-story brick and stone building houses the gunshop of Pierre Jaquet. Besides selling guns and hardware, Jaquet runs a gunsmithing operation here. His average repair fee is \$2. Rebluing costs \$1. Customizing (making special pistol grips or fitting special sights, for example) costs \$5 to \$15. Intricate work like inlaying stocks costs \$20 and up (plus materials if unusual substances like silver or pearl are required). Jaquet's workshop is in the back of the store. His friend and partner, Al Brower, will usually be found working there during the day when Jaquet is tending the shop. Over the counter items available at Pierre's include: shotguns (\$10 for a single-shot 16-gauge shotgun up to \$50 for a double-barrelled Greener 12-gauge), Winchester 44 Repeaters (\$40 to \$60, depending on the model), a variety of older or lower quality repeating rifles (\$15 to \$40), Remington Single-shot Derringers (\$5 to \$8) or Over-and-under (2-shot) models (\$10-\$12), Colt .45 Peacemakers (\$17), a large number of less popular handguns for \$12 to \$15 and several varieties of deluxe handgun for \$25 and up. Ammunition at Pierre's runs from 90 cents per 100 rounds (for small caliber and shotgun ammunition) to \$1.60 per 100 rounds (for .45 caliber). Accessories cost from 35 cents for a belt and holster (unadorned) to \$1.50 for heavy-duty cartridge belts. Rifle sheaths are available for \$1 and up. Fancy tooling will double these prices. Pierre keeps a long-barrelled revolver under the counter in case of trouble. He lives at **THE DOUBLE EAGLE BOARDING HOUSE (189)**.

22. HAMMER JEWELER & WATCHMAKER. Dick Hammer runs a jewelry and watch shop out of this one-story brick building. He lives in the back (sleeping on a cot in his workshop). Hammer keeps a single action 6-shot revolver under the counter. He keeps some rings and necklaces on hand, three dozen loose stones, small amounts of gold and silver and two dozen or so finished watches. Most of his watches are produced by commission. Hammer's watches sell for \$2-\$5 on average. However, he has silver watches for \$7 and 14-karat gold ones for \$12-\$15. Plain gold bands sell for \$2. Diamond rings sell for \$100 to \$250 (depending on the size of the diamond). Other items offered include: cameos (\$1), lockets (\$1.50), watch fobs (\$1 to \$4), woman's jewelled combs (\$20) or tortoise shell combs (\$2), silvered necklaces (\$10).

23. LONE STAR DANCE HALL & SALOON. Maggie Whipple and her brother, Tom, are co-owners of the Lone Star which occupies all of this two-story brick building. Maggie and Tom each have a room upstairs. A third room is occupied by the Whipples' cousin, Teddy, who deals faro at the Lone Star. The other two upstairs rooms are occupied by Alexis Downy and Susie Foreman, Maggie's saloon girls. Jeff Mills, a friend the Whipples from Chicago, lives in a small room behind the bar downstairs. He acts as bouncer and part-time bartender for the Lone Star. Tom tends bar when Jeff is occupied. Maggie devotes her time to entertaining the customers and dealing poker. There is a single action 5-shot revolver kept under the bar and Maggie keeps a 2-shot derringer in the cash box in her room.

There is \$1500 in the cash box for use in paying off the occasional big winner. In addition to house games, professional gamblers **Job Kane** and **Tony Lucky** each run their own high stakes poker game at the Lone Star by special arrangement with Maggie. The house takes a 20% cut of their winnings and gives the two men protection (backing their play with guns, if necessary). The Lone Star has a reputation for less than honest games, but few complain.

24. US POST OFFICE. The Post Office is a one-story wood-sided shack which serves as office and home to Postal Clerk, **Eddie Palmer**. Since Eddie keep a lot of cash on hand for cashing money orders, he has an old (and unreliable) cap and ball revolver by the cash box. There will be a couple of hundred dollars cash in the cash box at all times. The Arizona Rangers will begin an immediate pursuit of anyone trying to rob the Post Office. It costs a penny to mail a letter and 2 cents to purchase a postal money order.

25. THE PALACE SALOON. This three-story wood and brick structure is the fanciest saloon in town (or anywhere else in Cochise County outside of Tombstone). Gambler **Evan Adair** owns and runs the Palace. He and his current girlfriend, **Kitty Trent**, one of his saloon girls, live in building 76. The Palace is open from 9 am until 1 am. Adair has two bartenders, **Dave Carleen** and "**Deacon**" **Prosper McCoy**, who take turns at the bar and act as bouncers. Carleen lives in the saloon in a second-floor room. McCoy and his wife, **Bonnie**, live in building 196 (rented from Adair). There are six crib girls living on the saloon's second and third floors: **Ann "Abilene Annie" Lambert**, **Leslie Hutton**, **Louise Vogel**, **Fannie Mitchum**, **Marnie Keppler** and **Jane "Little Britches" Boag**. The Palace features faro dealt by **Bob Skull**, poker dealt by **Nick Karp** and roulette (run by one of Adair's girls or by **James Adams**...who also doubles as a poker dealer). Karp and Adams room on the third floor. Skull, a close personal friend of Adair, lives in his boss's house (76). Adair has a second-floor office at the Palace. The safe in that office usually contains \$3,000-5,000 for use in covering the house's bets (all bets are table stakes). There is a double-barrelled shotgun under the bar and all of the gamblers (and Adair) are always armed. A unique feature of the Palace is the wall-size mirror behind the bar. Unruly or disreputable characters will not be allowed in the Palace and everyone will be asked to check their guns at the bar when they enter.

26. LACEY'S GENERAL STORE. **Judge Lacey** owns and operates his store out of this single-story, clapboard structure. Lacey keeps a Civil War type repeating rifle under the counter. He lives in a partitioned area in the back of the store. Lacey's prices are only slightly higher than those at the **PAPAGO CASH STORE (8)** and his selection is much larger. Besides clothing, dried foods, tools, tack and other general store staples, Lacey stocks a line of lurid pocket-size penny novels (with titles like *Buffalo Bill and the Indian Princess* and *The Galloping Ghostriders of Rimrock Canyon*.) For the older folks, Lacey carries two dozen hardbound books for 75 cents each.

27. MITCHELL BERG, ATTORNEY. **Mitch Berg's** office is a single-story timber and adobe building which also serves as his home. He charges 25 cents for a consultation. He will draw up a deed, will or other legal document for \$2 and charges a sliding fee for representing a client in a civil case (usually amounting to 10% of any awards of cash or property gained or saved for the client). Fees for defending clients in criminal cases include: minor offense (spitting indoors, drunk and disorderly, petty theft [under \$10]) = \$3; assault, resisting arrest = \$5; grand theft (robbing a bank or stage, stealing a horse or robbing a white man of more than \$10) = \$8; murder, rape or arson = \$12. Robbing a negro, Mexican or Chinese will always be considered petty theft, regardless of the amount. Berg's fee will be double if the client is accused of a particularly atrocious crime (one which raises the ire of the townspeople, like shooting the parson). If the crime is really lowdown (killing the schoolmarm, for example), Berg will refuse to take the case at any price.

28. THE CONDON HOUSE. This two-story clapboard house is the home of the Condon brothers, **Frank** and **Morgan**. The Condons are co-owners of **CONDON'S BANK (40)** and much of the rest of the town. There is a wall-safe hidden behind a painting in the downstairs

study. The brothers keep their deeds and several thousand dollars cash in this safe. Their other moveable property is kept in the vault at the bank. The Condons retain **Mona Taylor** to cook and keep house for them and give **Mona** and her husband, **Scott**, rent-free occupancy of building 195 in exchange. They retain **Danby Jones** part time as a handyman for both the house and the bank.

29. THE TRAIL DUST SALOON. **Dudley Yeats** and his wife, **Pamela**, own and operate the Trail Dust out of this one-story timber and adobe structure. They take turns tending bar and Pamela cooks for the lunch-time clientele. Lunch of red beans and rice or chili costs 5 cents. Dudley keeps a single action 5-shot revolver under the bar. The Trail Dust is not very successful and Yeats and his wife have had to give up their house and move into the saloon's back room.

30. HOOVER'S WHOLESALE LIQUOR & SALOON. **Niles Hoover** runs a bar and package store out of this one-story wood-sided building. He is helped by **Harry Rote**, bartender and minor partner in the establishment (to the tune of 20%). Rote keeps his single action 6-shot revolver under the bar. Hoover's is a favorite gathering place for the local prospectors since Hoover and Rote are both partial to hair-brained schemes and will often grubstake a miner with an interesting proposition. The two men are already part-owners in 3 different played-out or unprofitable mines in the area. Hoover and Rote board at **THE DOUBLE EAGLE (189)**. Hoover charges \$2 a bottle for the "house whiskey," \$3 a bottle for "genuine Kentucky bourbon" and \$5 a bottle for "real imported scotch whiskey." He has champagne available at \$6 a bottle and California wines for 75 cents. Beer sells for 80 cents per 24-bottle case (plus a 10 cent deposit on the bottles).

31. MASON'S FEED & GRAIN STORE. **Randall Mason's** store is a one-story timber and adobe structure. Mason keeps an old single-shot rifle in the back room for protection. He lives with his wife, **Helga**, in building 197 (rented from **Frank Condon**). Mason carries a variety of seed grains (including oats, corn, alfalfa and barley) for \$1 per 40 pound bag. He also carries special feed for most domestic animals at \$1.20 per 40 pound bag.

32. HAMILTON FISK LAW OFFICE. **Fisk's** office is a one-story brick building. Fisk can be found in his home (175) or gambling at **THE LONG BRANCH SALOON (35)** most of the time, however. A note on the door of the office will give his whereabouts if he is not present. Fisk's fees are similar to those of **Mitch Berg (27)**. Unlike Berg, Fisk will take on any case, no matter how unpopular it makes him.

33. THE ARIZONA BILLIARD HALL. **Rufus Davis** owns and operates this business out of a one-story brick building. Davis keeps a 5-shot single action revolver handy in his wasteband and carries a knife inside his shirt. He lives with **Anita Ramirez** in building 138. A game of pool at The Arizona costs a nickel. Davis sells cold beer for 5 cents a bottle.

34. RIO GRANDE HOTEL & CAFE. **Peter Lovelace** owns and operates the Rio Grande out of this one-story brick building. He is helped by **Trish Christen** (who works as cook and waitress). She and her father, **Jonah**, have rooms behind the cafe. Jonah cleans up and acts as handyman for Lovelace. There is a single action 6-shot revolver under the breakfast counter. Meals cost between 5 and 15 cents. The place is no longer used as a hotel. Lovelace boards at **THE DOUBLE EAGLE (189)**.

35. THE LONG BRANCH SALOON. The Long Branch competes with the **PALACE SALOON (25)** for unbridled luxury. Among its features are all-brass bar fixtures and a crystal chandelier imported from San Francisco. The first floor of this three-story brick building contains the bar and gaming tables. Crib girls **Hildy Jackson**, **Rita Lopez**, **Nancy Myers** and **Katherine Neal** live on the third floor and the owner, **Kate Higgins**, lives on the second floor (a partial floor overlooking the bar). Also employed at the saloon are piano player and handyman **Dooley Wilson** and bartender **Ray Singer**. Singer keeps a sawed-off double-barrelled shotgun under the bar. Wilson boards at the **GREAT WESTERN (1)**. Singer and his wife, **Lila**, live

at 173 which they rent from Hamilton Park. The place is the favorite haunt of Fisk and of gambler, Robert Frank. Central South, Thomas Wilkie and Paget Flashman also frequently gamble there and the place has a reputation for high stakes games that are less than honest. The Long Branch requires customers to check their game at the bar.

36. JOHNSON'S BARBER SHOP & BATHS. This one-story brick building houses the first bathhouse in Cochise County. Recently, GILSON'S more elaborate bath house (144) has taken a good deal of business away from BJ Johnson. However, Johnson is still the town's only professional barber and he continues to turn a tidy profit servicing the overflow of Friday and Saturday bathers that GILSON'S can't handle. Johnson employs Alfredo Garcia as a part time water carrier for the bath. Garcia lives in building 136. Johnson and his wife, Asa, live in building 73. Johnson rents his home and his place of business from Morgan Condon. A haircut and shave costs 25 cents (either alone costs 15 cents). Eau de Lilac (*The ladies love it!*) is 10 cents extra. Baths cost 50 cents (75 cents with fresh water).

37. SLADE'S SHED. Sam Slade stores explosives (including dynamite, blasting caps, primer cord, black powder and nitro-glycerin) in this one-story wood-sided shed. There are on average about three dozen cases of dynamite in the shed, enough to destroy buildings 30, 31, 38, 39, 37, 36, 35, 34, 33, 32, 54, 57, 58 and, possibly, 40 if they accidentally detonate. Slade's explosives are priced as follows: dynamite = \$50 for an 18-stick case or \$4 per individual stick; blasting caps = \$20 per packet (18 in a packet) or \$1.50 each individually; primer cord = 50 cents a foot; black powder = \$2 per 12 pound keg; nitro = \$40 per 12-bottle case (sold only by the case). Virtually all of the small miners and ranchers in the area purchase their explosives from Slade.

38. SLADE'S HARDWARE. Sam Slade's hardware store is a one-story wood-sided structure. In addition to the normal run of nails and hand tools, customers can buy guns and explosives at Slade's. Slade keeps a 6-shot single-action revolver by the cash register. He also carries a knife in his belt. He lives in building 177. Sample prices include: hatchet = 40 cents; splitting axe = 50 cents; auger bit = 10 cents; file = 15 cents; hammer = 40 cents; saw = 45 cents; shovel = 80 cents; brace = \$2; lantern = 30 cents; padlock = 40 cents; monkeywrench = 25 cents; axe handle = 25 cents; nails = \$1.50 per keg; screws = 2 cents per dozen; coffee pot = 75 cents; saucepan = 60 cents; tin cup = 5 cents; wooden water bucket = 30 cents; potbelled stove = \$10.

39. DEPUTY SHERIFF'S OFFICE. County Deputy Sheriff Colin Hunter operates out of this one-story brick building. There are two repeating rifles (a 9-shot and a 6-shot), a scatter gun and a double-barrelled shotgun chained into a gunrack against one wall. The key to the rack is kept on Hunter's person. Hunter boards at THE GREAT WESTERN (1) and can usually be found there or drinking coffee and chatting up the waitress at THE RIO GRANDE HOTEL & CAFE (34). Hunter lets the town marshal run things in Promise City, confining his own activities to events outside the town.

40. CONDON'S BANK. Frank and Morgan Condon own and run this bank. The one-story structure is built of double-walled brick and stone. The windows are covered by iron bars. The brothers each have a desk in the bank. There is a walk-in vault safe against one wall and there are two service windows in a wooden partition dividing the front and rear of the bank (where the vault is). Scott Taylor is the Head Teller and book keeper. Bruce Maxwell is junior teller. The Condon brothers live in building 28. Taylor and his wife, Mona, live in building 195 (owned by the Condons). Mona keeps house for them to pay the rent. Maxwell and his wife, Ginger, live in building 198 (also owned by the Condons). Danby Jones takes care of maintenance at the bank and the Condons' home. He boards at THE DOUBLE EAGLE (189). Each teller has a 6-shot single action revolver close to hand and both of the Condons keep the same type of piece in their desks. The vault holds \$12,000 in bills and coins (about \$200 of which will be in each teller's drawer during the day).

41. THE GAY LADY VARIETY HALL & SALOON. Burton Lumley owns and operates this establishment out of a two-story

wood-frame building. Though not as popular as THE PALACE (25) or THE LONG BRANCH (31), Lumley's entertainment, newly imported from New Orleans, has become a favorite of the locals. Attractions include piano player, Pepe Diderot and singer, Midge Duprey. Duprey also works the customers along with two other New Orleans belle dames, Julia Barbeau and Fifi LeFarge. Pepe and the girls live on the second floor along with Jim Corbet, Lumley's bouncer. The bartender, John Hagen, keeps a sawed-off, double-barrelled shotgun under the bar. Hagen boards at THE GREAT WESTERN (1). Lumley lives in building 69. He sometimes deals faro at the Gay Lady, but usually leaves the gaming to Herbert Loomis and Cleo Halston, with whom he has a deal to provide protection and a table for 20% of the take. Loomis specializes in faro. Halston is a poker player. Unlike most of the town's saloons, the Gay Lady can boast that most of its games are clean. Lumley feels that cheating is bad for business and discourages it except when absolutely necessary.

42. PEACOCK'S SALOON. Darla Peacock and Michael George are co-owners of this one-story wood-frame drinking establishment. Michael acts as bartender and Darla deals faro at a small table in the back of the one-room bar. Michael keeps a single action 6-shot revolver and a single-barrelled shotgun under the bar. He and Darla live in building 201.

43. COOK'S GENERAL STORE. This single-story brick and timber store carries a manner of food and equipment, including a variety of prospector's tools. It is very popular as an outfitter's. Zebadiah Cook owns and operates the establishment. He keeps a double action, 5-shot revolver by the cash register. Cook and his wife, Helen, live in building 206. Helen sometimes helps Cook out at the store. Cook's prices are a good deal higher than those of the PAPAGO CASH STORE (8) and somewhat higher than those of LACEY'S GENERAL STORE (26), but he has a wide selection of merchandise. Besides the usual general store merchandise, Cook's carries exotic items like field glasses (\$5), guitars (\$7) and small safes (\$40 to \$90). He even has an upright piano for sale for \$100.

44. FIRST NATIONAL BANK OF PROMISE CITY. Paul Stevens owns the First National Bank, a one-story, brick and stone building which features steel window shutters and the latest in vaults from the Diebold Company in Canton, Ohio (guaranteed robbery-proof). Stevens manages the bank with the assistance of his head teller, Derrick Avery. Stevens and Avery are assisted by teller, Jason Snively. Stevens' wife, Mina, does the cleaning and Chandler Wells handles any maintenance problems. Stevens and his wife and two daughters, Jackie and Agatha, live in building 199. Snively, Avery and Wells board at THE GREAT WESTERN (1). The vault contains about \$6000 in coins and bills (about \$300 of which will be in the tellers' drawers during the day).

45. HUDSON'S BAKERY. Don Hudson and his wife, Nellie, run their bakery out of this one-story wood-frame building. They are helped by their son, Langdon. The Hudsons live in building 84. Fresh bread is 4 cents a loaf. Cakes and pies are 10 to 12 cents each.

46. O'REILLY'S CAFE. Walter O'Reilly's one-story wood-frame cafe reputedly serves the best breakfast in Promise City. O'Reilly's specialty is beef stew and fried eggs with coffee and toast for a nickel. O'Reilly sleeps in his kitchen in the back of the cafe.

47. COOK'S SHED. Zebadiah Cook stores farm implements and other over-size merchandise in this one-story wood-sided shed.

48. COUNTY ASSAY OFFICE. This one-story wood-sided building is the office of Deputy County Assayer, Joe Reiser. Reiser will determine the composition, weight and worth of any ore-bearing rocks or dust for a fee of \$3 per sample and will certify the sample's worth for an additional \$5. Generally, only certified samples can be used as money. Uncertified nuggets and dust can be sold to a mining company purchasing agent, but will have to be assayed at the time of the sale. No ore samples are kept in the office overnight, but Reiser keeps a 6-shot double action revolver handy during the work day to discourage anyone from trying to rob him of samples under analysis. At any given time, he will have \$300-\$700 worth of gold and silver

nuggets and dust under analysis. Reiser boards at **THE GREAT WESTERN (1)**. His office hours are 9 am to 6 pm (with an hour off between noon and 1 pm for lunch), Monday through Friday.

49. THE SILVER DOLLAR SALOON. Haywood Smith owns and operates the Silver Dollar out of this one-story brick building. Smith tends bar and cleans up himself. He keeps a sawed-off, double-barrelled shotgun under the bar for protection. His wife, Alice, puts out a lunch spread each day which is the Silver Dollar's main draw (all you can eat for a nickle). Smith's hours are 10 am to 9 pm Monday through Saturday. He and his wife live in building 95.

50. BARKER'S PHOTOGRAPHIC STUDIO. Stanley Barker operates the town's only full-scale photo studio out of this one-story clapboard building. He and his wife, Helen, live next door in building 51. Barker charges 75 cents for a framed portrait photo and 30 cents extra for tinting.

51. THE BARKER HOUSE. Stanley and Helen Barker live in this one-story clapboard house. Barker's photo studio is next door at 50.

52. KELLY'S DRY GOODS & TAILOR. Kevin Kelly and his wife, Mary own and operate their store and tailor shop out of this one-story, clapboard building. There is a 5-shot single action revolver by the cash register, but the Kellys have never needed it since most of their business is in clothing (especially tailoring) and they don't keep large amounts of cash on hand. The following items are representative of their stock: plow shoes (\$1.50 per pair), boots (\$3 to \$5 a pair for Wellingtons or western boots and \$10 to \$40 for highly tooled or silver-inlaid "Mexican" boots), shirts (cotton work shirts for 50 cents, flannel for \$1 and linen dress shirts at \$2), suits (\$5 to \$10), longjohns (\$1.50), hats (\$1 to \$5, depending on style), women's shoes (\$2 to \$3 a pair), women's suits (\$5 to \$15), skirts (\$2 for muslin, \$3 for cotton and \$10 for silk), women's blouses (50 cents to \$1.50), women's hats (\$1 to \$3). The Kellys live in building 85.

53. THE INDIAN HEAD SALOON. The Indian Head occupies a one-story clapboard house. Barker's photo studio is next door at 50. he pays Porter Norris to run the place and tend bar. "Mad Dog Mike" Moore is paid by Condon to deal faro and spell Norris on the bar. Both Norris and Moore board at **THE COCHISE (87)**. There is a double-barrelled shotgun under the bar in case of trouble.

54. THE PROMISE CITY HERALD. The town's only newspaper is owned and operated by Parker Baxter, assisted by Josiah Young, his typesetter. Baxter owns the one-story, brick building out of which *The Herald* is published. He also owns the house he lives in (91) and another house (94) which he rents to Josiah Young. Young and his wife, Angela, have a son, Mark, who delivers *The Herald* all over town. Cover price is 5 cents per copy and the paper appears weekly (with special editions as needed). Advertising rates are \$10 per quarter page, \$15 per half page and \$25 per full page. Classified ads (complete with artwork pasted up at *The Herald* offices) can be taken out for \$1 per column inch. Baxter will do printing for anyone, regardless of faction, at a cost of \$6 per hundred for handbills and \$20 per hundred for broadsheets (sheets 4 times the size of handbills).

55. THE CHURCH OF GOD. This one-story clapboard building is easily as tall as a two-story building and has a bell-tower over the door that is equal to a four-story building in height. The Reverend Anson Haggler runs the church and almost all of the god-fearing non-Mexicans in town attend services at 10 o'clock every Sunday. The truly pious attend Sunday School at 9 o'clock. Choir practice is Sunday evenings at 7. On Wednesday afternoon at 3, there is a Bible Circle Meeting and most stores (but not County, Territorial, Town or Federal offices) close so that the proprietors can attend. Haggler leads the Bible Meeting. His wife, Stella, leads the choir and teaches the Sunday School. Few of the miners, cowboys, or prospectors attend any of these functions. None of the crib girls, gamblers or saloon keepers attend. Almost all of the town's merchants and large property owners and most of the large ranchers attend services. Haggler and his wife live at 176.

56. WONG'S LAUNDRY. Charlie Wong operates his laundry out of a one-story brick building. Wong keeps no firearms on the premises,

but he carries a throwing knife inside his shirt. He is assisted by his wife, Li, and his son, Harry. The Wongs live in building 150. Charlie charges 5 cents a pound for laundry and 5 cents extra for folding and pressing.

57. BERMAN'S MERCANTILE. Carl Berman, assisted by his wife, Edith, operates this general store out of a one-story brick building. A wooden partition keeps Berman's separate from **WAINRIGHT'S (58)** which occupies half of the building. Berman keeps a cap and ball revolver under the dry goods counter. The Bermans live in building 94. Prices at Berman's are almost the same as those at **COOK'S (43)**.

58. WAINRIGHT'S. Don Wainright and his wife, Sandra, run this hardware store and music shop out of half of a one-story brick building they share with **BERMAN'S MERCANTILE**. The two stores are separated by a wood partition. Wainright has a 5-shot single action revolver by the cash register. He and his wife live at 75. Wainright's prices on hardware items are about 5-10% higher than **SLADE'S (38)**. In addition to these items, Wainright carries the following musical instruments and accessories: accordians (\$5), concertinas (\$2 to \$4), fiddles (\$4 to \$8), harmonicas (25 cents), banjos (\$7 to \$10), guitars (\$5 to \$8), a piano (\$90), music boxes (\$5 to \$40), sheet music (2 cents a pack).

59. LESTER'S FUNERAL PARLOR. This one-story brick building houses the workshop of undertaker Dick Lester. Lester charges \$20 to bury a customer in a plain pine box. He purchases these coffins from **CASSIDY LUMBER**, next door to his shop, for \$4 each. Fancier coffins can be had for \$7 to \$30 and Lester will special order a silk-lined, ebony coffin with a music box inside for \$50. However, this item must be shipped over from Tombstone and will take at least 4 (maybe 6) days to arrive. Lester also acts as Deputy County Coroner for eastern Cochise County and gets 50 cents from the county for each death certificate he signs and \$2 for each autopsy he performs. Only Judge Isby can order an autopsy. Lester boards at **THE GREAT WESTERN (1)**. He pays Roy Ryer to dig graves for him when Ryer is not busy at **CASSIDY LUMBER (60)**.

60. CASSIDY LUMBER. Neal Cassidy owns and operates this lumberyard with the help of two hired hands, Neman Sanders and Roy Ryer. The operation consists of a one-story wood-sided office and equipment shed and a 30 x 40 foot yard surrounded by a 6-foot sided fence. Most of Cassidy's business is provided by the miners and mining companies who require heavy timbers to shore up their mines, but Cassidy also carries finished lumber in all standard sizes. Prices run about 50 cents per cubic foot. Cassidy lives in building 68. Both Sanders and Ryer board at **FLY'S BOARDING HOUSE (5)**. Cassidy is currently employing Juan Toluca to help construct the new courthouse (12). In addition to Toluca and his regulars, Cassidy will employ 2 "day workers" each day until the courthouse is finished. The work pays \$1.50 per day and the crew is chosen outside the lumber yard each morning at 7 am.

61. FRYE'S HARNESS SHOP & BOOTMAKER. Duncan Frye's shop is a one-story wood-frame building. Frye carries all types of harnesses and boots and will custom-make any leather item desired. Sample prices include: bridle = 70 cents; saddle bags = \$3 (pair); plow harness = \$20; buggy harness (one-horse) = \$10; buggy harness (two-horse) = \$20; carriage harness = \$30; wagon harness = \$25; stock saddle = \$12; Texas saddle = \$10; western saddle = \$8; side saddle = \$7; Mexican saddle = \$40. Prices for customizing items are 20 cents per hour plus the cost of materials (minimum charge of \$2 per item). Frye keeps a cap and ball revolver in a drawer of his workbench. He lives in building 77.

62. WELLS FARGO OFFICE. This one-story frame building is the home of the local office of Wells Fargo, run by Kris Wagner. Wagner is assisted by a clerk, Coolie Fagen. Office hours are 7 am to 7 pm Monday through Saturday. **THE WELLS FARGO BARN (65)** houses a stagecoach, fodder and 8 horses owned by the company. The stage makes a daily run to Tombstone on week days, leaving at 8 am and arriving back in Promise City at 6 pm. A one-way run to Tombstone is made each Saturday (with a return on Sunday). Wells Fargo employs two drivers and two guards who alternate trips. The

drivers are **Chuck Nevers** and **Chandler Wells**. **Newton Gilly** and **Billy Glass** are the guards. When not making a run, the drivers and guards act as stable hands or office help for the company. Sometimes, a guard or driver will be sent over to Tombstone to make a special run and will be out of town for one or two weeks. Usually, Chandler Wells takes on these assignments. In such cases, Wells Fargo will hire a temporary employee at \$3 per day until the regular employee returns. A round-trip fare aboard the Tombstone stage costs \$5. One-way costs \$3. Goods can be shipped for \$1 per pound (40 pound maximum). The US Mail always travels via Wells Fargo. **Kris Wagner** lives with his wife, **Emma**, and their two sons, **Luke** and **Jacob**, in building **70**. **Luke** and **Jacob** sometimes help around the company offices. **Coolie Fagan** boards at **FLY'S BOARDING HOUSE (5)**. **Chandler Wells** and **Newton Gilly** board at **THE GREAT WESTERN (1)**. **Billy Glass** boards at **THE COCHISE (87)**. **Chuck Nevers** and his wife, **Carrie**, live in building **86** which they rent from **Kris Wagner**.

63. THE PROMISE CITY COMMUNITY SCHOOLHOUSE. **Jenny Campbell**, the local schoolmarm, rules this one-story clapboard schoolhouse with an iron hand. The **CIVIC ASSOCIATION** built the schoolhouse and hired **Miss Campbell** in an effort to "civilize" the town somewhat so that "decent folks" would move there. So far, they have been disappointed in this hope. **Miss Campbell** has 31 students of all ages. She boards at **THE GREAT WESTERN (1)**.

64. THE DROVER'S HOTEL. **Austin Blake** owns and operates the Drover's Hotel out of this three-story clapboard building. He is assisted by his wife, **Vera**. The **Blakes** live on the first floor of the hotel and rent 16 rooms on the second and third floors for 50 cents a night. **Mrs. Blake** runs a kitchen and small restaurant downstairs, serving breakfast (for 5 to 10 cents), lunch (for 10 to 15 cents) and supper (for 10 to 25 cents). The Drover does not take on boarders and rooms cannot be rented by the week. **Blake** keeps a 5-shot single action revolver in his bedroom in case of trouble.

65. WELLS FARGO BARN. This one-story wood-sided structure is used to shelter a string of 8 coach horses and the stagecoach used on the Tombstone run. The building is equal to a two-story building in height and has a loft packed with dry fodder. See **62** for details of the local Wells Fargo operation.

66. MUNICIPAL STORAGE SHED. This one-story wood-sided shed was graciously built by **Kris Wagner** and donated to the **PROMISE CITY CIVIC ASSOCIATION** as a storage shed for the town's new fire pump (imported all the way from St. Louis and manned by the **PROMISE CITY VOLUNTEER FIRE COMPANY**). The pumpwagon has enough hoses to reach from Pine Creek all the way to the **CATHOLIC CHURCH (152)**.

67. DROVER'S LIVERY. This one-story wood-sided building is equal to a two-story building in height and consists of the main stable plus a loft loaded with fodder. **Drovers' Livery** is owned by **Austin Blake** and operated by **Danby Jones** (who is also a handyman for the **Condons** part time). **Jones** boards at **THE DOUBLE EAGLE (189)**. **Jones** will shelter and feed horses at **Drovers' Livery** for 50 cents a day (25 cents, if they are guests at the **DROVERS' HOTEL**). **Danby** also has 3 fair horses and 3 poor horses for rent for 75 cents per day. The area between the **Drovers' Hotel** and the **Drovers' Livery** is a park for two buggies and a carriage which **Jones** rents out (\$1 a day for each buggy and \$2 a day for the carriage, horses included). **Jones** keeps a 9-shot carbine on two pegs in the wall by the Front Street entrance.

68. THE CASSIDY HOUSE. **Neal Cassidy**, owner of **CASSIDY LUMBER (60)**, owns and lives in this two-story white-washed frame building.

69. THE LUMLEY HOUSE. **Burton Lumley**, owner of **THE GAY LADY (41)**, owns and lives in this two-story frame house.

70. THE WAGNER HOUSE. This two-story frame house is the home of **Kris Wagner**, his wife, **Emma**, and their children, **Jacob** and **Luke**. **Wagner** is the local Wells Fargo agent.

71. LUMLEY'S SHED. **Burton Lumley** owns this one-story wooden tool shed next to his house (**69**), half of which contains an outhouse. The other half is an empty storage area.

72. WAGNER'S SHED. This one-story wooden shed contains an outhouse partitioned off from a tool shed filled with garden tools and seeds.

73. THE JOHNSON HOUSE. **Bif Johnson** and his wife, **Asa**, live in this two-story clapboard house (owned by **Morgan Condon**). **Johnson** owns and operates **JOHNSON'S BARBER SHOP AND BATHS (36)**.

74. THE BERMAN HOUSE. **Carl Berman** and his wife, **Edith**, own and live in this two-story frame house. **Berman** owns and runs **BERMAN'S MERCANTILE (57)**.

75. THE WAINRIGHT HOUSE. **Don Wainright** and his wife, **Sandra**, own and live in this two-story brick house. They run **WAINRIGHT'S (58)**.

76. THE ADAIR HOUSE. **Evan Adair** owns and lives in this two-story brick house along with his girlfriend, **Kitty Trent**, and his close friend (and occasional bodyguard) **Bob Skull**. **Adair** owns **THE PALACE SALOON (25)** and both **Trent** and **Skull** work for him.

77. THE FRYE HOUSE. This handsome one-story stone and log house is the home of **Duncan Frye**, owner of **FRYE'S (61)**.

78. THE CLEESE HOUSE. **Halbert Cleece** owns and lives in this one-story stone and timber house. **Cleece** is half-owner of **THE LIBERTY HILL MINE (110)** and practices law out of his home.

79. FRYE'S SHED. This one-story adobe shed is divided into an outhouse and tool shed. **Frye** keeps garden tools in the shed and stores extra leather goods there.

80. HARKER'S SHED. This one-story wood-sided building is owned by **Boston Harker** who lives at **81**. He is mine foreman at **BREAKHEART MINE (101)**. He stores gardening tools in the shed.

81. THE HARKER HOUSE. **Boston Harker** owns and lives in this one-story log cabin. In addition to being mine foreman at **BREAKHEART MINE (101)**, he raises vegetables which he peddles to **Lemuel Bauer** for resale in his store (**7**). His garden covers the entire area between **80** and **81**.

82. THE DANDROY HOUSE. **Mathias Dandroy** owns and lives in this two-story stone and timber house. **Dandroy** is foreman of the stamping mill at the **BREAKHEART MINE (101)**. He also raises chickens at **83**.

83. DANDROY'S CHICKENHOUSE. This one-story wood-sided shack is **Mathias Dandroy's** chickenhouse. He keeps about three dozen birds, peddling their eggs to local boarding houses and restaurants.

84. THE HUDSON HOUSE. **Don Hudson**, his wife, **Nellie**, and their son, **Langdon**, live in this two-story frame house. **Don** and **Nellie** run **HUDSON'S BAKERY (45)**. **Langdon** helps them.

85. THE KELLY HOUSE. **Kevin Kelly** and his wife, **Mary**, own and live in this two-story clapboard house. They own and run **KELLY'S DRY GOODS & TAILOR (52)**.

86. THE NEVERS HOUSE. **Chuck Nevers** and his wife, **Carrie** own and live in this one-story stone and timber house. **Chuck** is a driver for **WELLS FARGO (62)**. The **Nevers** have two children (**Gina**, age 4, and **Torry**, age 2).

87. THE COCHISE. This three-story clapboard structure houses **Ezra** and **Elvira Hooton's** boarding house. **Ezra** and his wife live on the first floor where the kitchen and dining room are located. **Rolf Larsen**, **Herbert Loomis**, **Tony Lucky**, **Governor Pike**, **Norman Wilkie**, **Judson Willis**, **Mike Moore**, **Porter Norris**, **Billy Glass** and **Shamus O'Hara** all board at **The Cochise**. The remaining room (a small, cramped, third-floor dormer room) will almost always be

vacant. Rooms rent for \$6 a week (including breakfast and supper). Elvira cooks for the boarders, but not for the general public. Ezra has a large garden on the property and keeps about three dozen chickens in building 88 and half a dozen hogs in building 89. Judson Willis assists him in running this small farm in exchange for free room and board and \$2 a week spending money.

88. HOOTON'S CHICKENHOUSE. This one-story wood-sided building houses Ezra Hooton's three dozen chickens.

89. HOOTON'S PIG SHED. This one-story wood-sided shed (with an attached wood-sided sty) house Ezra Wooton's 6 hogs.

90. THE NEVERS SHED. Chuck Nevers owns this one-story wood-sided shed, half of which is an outhouse. The other half contains a woodshed and root cellar. Nevers lives at 86.

91. THE BAXTER HOUSE. Parker Baxter, owner and editor of *THE PROMISE CITY HERALD* (54), lives in this two-story wood-frame house. He is almost never at home, spending those hours when he is not busy at the newspaper office in low stakes gambling at *THE GAY LADY* (41) or drinking coffee and gossiping at *O'REILLY'S CAFE* (46).

92. THE EATON HOUSE. Doctor "Painless Jim" Eaton and his wife, Beth, own and live in this two-story brick house. Eaton is seldom home during the day. When not in his office, he will often be playing poker with Parker Baxter at *THE GAY LADY* (41) or passing the time with Deputy Sheriff Hunter at *THE RIO GRANDE* (34). Beth is usually home with the children, Philby (7), Rebecca (9) and Tad (5).

93. EATON'S SHED. This one-story wood-sided shed houses Eaton's buggy and a good horse named *Fair Price* that Eaton uses to pull it. The buggy is for house calls at nearby ranches.

94. THE YOUNG HOUSE. Josiah Young, his wife, Angela, and their son, Mark, live in this two-story frame house owned by Young's boss, Parker Baxter. Young does the typesetting at *THE PROMISE CITY HERALD* (54).

95. THE HAYWOOD SMITH HOUSE. Haywood Smith, his wife, Alice, and their two boys (Jeeter, age 3, and Nickie, age 5) live in this two-story clapboard house. Smith owns and operates *THE SILVER DOLLAR SALOON* (49).

96. HUBBARD HOUSE. Elton Hubbard owns and lives in this three-story clapboard house. One third-floor room is occupied by Hubbard's live-in cook and housekeeper, Hazel Thomas. Hubbard owns and runs *THE SILVERBELL MINING COMPANY* which, in turn, operates *BREAKHEART MINE* (101) and the nearby *STAMPING MILL* (99). Hubbard's company also operates the small *BIRDCAGE MINE* near Tombstone. Hubbard spends most of his time at the minehead or in his office in building 97. His upstairs study is furnished with a small safe that contains the deeds to his mining and ranching properties and \$2000 in cash.

97. THE SILVERBELL MINING COMPANY. This one-story brick building houses the offices of Elton Hubbard, owner of SMC. Also included in the offices is a small lab for Hubbard's clerk and assayer, Earl Hogan. Hubbard lives in building 96. Hogan boards at *THE COMSTOCK HOUSE* (167). In addition to financial records, the offices contain a sturdy vault-safe in which ore samples and the cash for the payroll (about \$500 worth of ore and \$1000-2000 in cash) are kept. A wood-sided fence runs from the offices to the company equipment shed (98). Hogan will assay a sample for anyone at a cost of \$4 per sample. Silverbell will also buy silver and gold ore, but the price will vary according to the purity of the ore and its current market value. In general, Silverbell will pay 10% below market, but most prospectors will accept this price because they will be unable to use their ore (or even uncertified nuggets and dust) as money. As a rule of thumb, assume that gold has a value of \$4 an ounce for almost pure nuggets or dust and silver has a value of \$3 an ounce for somewhat less pure ore-bearing rocks or dust. The company will hire up to 3 more miners during the game at \$12 per week.

98. EQUIPMENT SHED. This one-story wood-sided shed houses most of the tools and equipment for the *BREAKHEART MINE* (101). Each morning at 7, Earl Hogan hands out assignments from this shed and the workers draw their tools (for which they must sign). Items stored in the shed include a dozen small spades, two dozen miner's picks, three dozen hard hats with lamps, four dozen miner's lanterns, half a dozen drills and a hundred drill bits. There are several barrels of kerosene and a half-empty case of wicks, but no explosives.

99. THE BREAKHEART STAMPING MILL & SMELTER. Matthias Dandoy is the foreman of this combined stamping mill and smelter. The three-story brick and timber structure shelters one stamping machine and a small, newly installed, smelter. The operation is capable of handling most of the ore for not only the *BREAKHEART MINE* (101), but for all of the other mines around Promise City as well. This operation, like *BREAKHEART MINE*, is owned by *THE SILVERBELL MINING COMPANY* (97). The mill will process any ore for other mines at a cost of \$5 a ton. Matt Coogan, Cully Flick and Dean Fryberg man the stamping machine and smelter. Dandoy lives in building 82. Coogan, Flick and Fryberg all board at *THE COMSTOCK HOUSE* (167). A pipeline carries cooling water from Pine Creek to the pump house at the stamping mill.

100. BREAKHEART MINE EXPLOSIVES SHED. This one-story wood-sided structure is used to hold spare equipment, cribbing and explosives for use in the mine. There are three cases of dynamite and a dozen packs of blasting caps plus several hundred feet of primer cord and an electric blasting machine inside.

101. MINEHEAD OF THE BREAKHEART MINE. The Breakheart is the richest silver mine in Cochise County except for the *GRAND CENTRAL* and *CONTENTION* mines in Tombstone. *THE SILVERBELL MINING COMPANY* (97) owns The Breakheart. Several tons of relatively high grade ore are taken out of the mine each week and processed at *THE BREAKHEART STAMPING MILL & SMELTER* (99). Boston Harker is mine foreman. His crew includes: Noah Walsh, Alcorn Rooney, Gary Pierce, Shamus O'Hara, Brian Kelso, Ajax Gormly, Fred Giesler, Rafe Dobbins and Nutty Bester. Harker lives in building 81. Giesler, Walsh and Pierce board at *THE COMSTOCK HOUSE* (167). Bester and Dobbins live in building 183. Gormly and Kelso live in 148. Alcorn Rooney lives in 142. O'Hara boards at *THE COCHISE* (87).

102. BOOT HILL. The town graveyard contains over 100 graves all dug within the last 18 months (since the town's founding). About three quarters of the graves are those of individuals who died violent deaths (in gunfights, knife fights or similar activities). The picket fence which originally surrounded the graveyard has been partially broken down to make more space for graves.

103. SPOIL FROM THE BREAKHEART. This heap of rubble and slag, six feet or more high, consists of mine tailings from the smelting operation in building 99.

104. MINE TAILINGS FROM THE BREAKHEART.

105. MINEHEAD OF THE LUCKY DEUCE MINE. The Lucky Deuce produces half a ton of medium-grade ore in a week. The owners of The Lucky Deuce, Tobias Priddie and Efron White, live nearby in building 107. They work the Lucky Deuce themselves, assisted by Phillip Rogers. Rogers lives in building 141. The ore produced by the Lucky Deuce is sold to *THE SILVERBELL MINING COMPANY* (97) for processing and resale.

106. LUCKY DEUCE EQUIPMENT SHED. This one-story wood-sided shed is used by the operators of *THE LUCKY DEUCE MINE* (105) to store their tools and equipment, including spades, shovels, picks, lamps, sledges and chisels. There is also a barrel of kerosene, a case of dynamite, a pack of blasting caps, 50 feet of primer cord and a good deal of oak cribbing and bracing.

107. THE WHITE-PRIDDIE HOUSE. Efron White and Tobias Priddie, owners of *THE LUCKY DEUCE MINE* (105), live in this one-story wood-sided shack.

108. MINE TAILINGS FROM THE LUCKY DEUCE.

109. LIBERTY HILL MINE EQUIPMENT SHED. This one-story wood-sided shed is used by **Graf Holzer** to store tools and supplies for use in **THE LIBERTY HILL MINE (110)**. In addition to several picks and shovels, some chisels, hammers and sledges and a dozen lanterns, Holzer keeps a can of kerosene and half a case of dynamite and a dozen blasting caps, plus 20 feet of primer cord in this shed.

110. NUMBER TWO MINEHEAD OF THE LIBERTY HILL MINE. **Graf Holzer** is half-owner and operator of The Liberty Hill Mine. **Halbert Cleese** is his silent partner and has a 50% share in the operation. Cleese lives in building 78. Holzer lives in building 124. Holzer is assisted at the mine by **Abel Weir** and **Clark Snow**. Weir and Snow share a cabin near the minehead (128). Holzer and his men bring about a quarter ton of medium-grade ore out of this minehead each week. They sell the ore to **THE SILVERBELL MINING COMPANY (97)**. Holzer will hire up to 1 additional miner during the game at a wage of \$10 per week.

111. NUMBER ONE MINEHEAD OF THE LIBERTY HILL MINE. The original minehead of The Liberty Hill is now flooded out and the wooden shack covering the abandoned mineshaft is kept padlocked.

112. MINEHEAD OF THE GILA BELLE MINE. **Justin Boyer** owns and runs The Gila Belle. He is assisted by **Marcus Foote**. The mine yields a quarter ton of high-grade ore a week. Once a month, Boyer loads a heavy wagon with the ore and makes a run to Tombstone to sell it. Unlike the other small miners in the area, he refuses to sell to **THE SILVERBELL MINING COMPANY (97)**. Boyer lives in a tent (114) near the mine and Foote camps at 115.

113. STORAGE SHACK FOR THE GILA BELLE MINE. This one-story wood-sided shack contains all of **Justin Boyer's** equipment (a pair of picks and shovels, half a dozen lamps, a sledge, chisels, a hammer, a drill, half a dozen bits, a can of kerosene, a half case of dynamite, half a dozen blasting caps, 30 feet of primer cord and two dozen baulks for bracing). A bin built into half the shack is used to store ore between trips to Tombstone.

114. JUSTIN BOYER'S CAMP. **Justin Boyer** has been living in this large walled tent since his cabin burned down 4 months prior to the game's start.

115. MARCUS FOOTE'S CAMP. **Justin Boyer's** only assistant at **THE GILA BELLE MINE (112)** makes his camp in the lee of the hill on which the mine is located. The camp consists of a simple pup tent pitched over a hole in the ground lined with pine planking. Foote keeps a coffee can full of his savings (about \$300) behind the planks lining his "home."

116. HANS BECK'S CAMP. Prospector **Hans Beck** and his partner, **Jervis Clifton**, live in a large double-walled tent on this site. However, since Beck and Clifton prospect all over the Sulphur Springs Valley, there is only a 40% chance of their camp being occupied at any time. When not occupied, the camp will contain little of value and will be watched over by Beck's friend **Justin Boyer**, owner of **THE GILA BELLE MINE (112)**. Sometimes Beck and Clifton help Boyer at the Gila Belle to raise grub money.

117. LANE GIFFORD'S CAMP. Cowboy, rustler and sometime prospector **Lane Gifford** makes his camp in this narrow ravine. The camp consists only of a small pup tent thrown over a deadwood lean-to. Gifford spends very little time prospecting and hardly any time in camp. Usually, he is in town (gambling or doing odd jobs).

118. GUS HANLEY'S CAMP. Prospector **Gus Hanley** lives in a walled tent pitched on this site. Hanley will be off in the nearby hills looking for silver about 50% of the time. When he is not off in the hills, he will usually be in town until the bars close, gambling and listening for rumors of big strikes.

119. MARVIN KEACH'S CAMP. This walled tent is the home of drifter **Marvin Keach**. Keach will be in camp 90% of the time, leaving it only to purchase supplies or to peddle his "Cactus Dew" whiskey in town. Keach distills "Cactus Dew" himself in an elaborate still he has set up in camp. The still produces 7 quarts of whiskey a day and

Keach gets 50 cents a quart for the product (which he sells in old mason jars). None of the town saloon keepers will buy the stuff, but Keach has a number of faithful customers among the miners and prospectors, despite the fact that at least one person has reputedly gone blind from drinking "Cactus Dew."

120. PERRY LONG'S CAMP. Long's camp consists of a canvas sheet stretched over a tree branch to form a shelter. There is absolutely nothing of any value in the camp. Though he says he's a prospector, Long never goes into the hills. He has been spotted near the scene of a number of burglaries and both the marshal and the deputy sheriff suspect that Long is actually a sneak thief. They are absolutely correct. In fact, Long works with his friend, **Kurt Lynch**, who hides the loot and sells it in Tombstone.

121. KURT LYNCH'S CAMP. Lynch's camp consists of a pup tent pegged out on the rocky ground. Lynch is a friend of **Perry Long** (camped a few yards away at 120) and is, in fact, the brains behind a rash of burglaries that Long has perpetrated. Lynch keeps the loot buried under the pile of boughs where he lays out his sleeping roll. Every couple of weeks, Lynch rides over to Tombstone and sells recognizable items likes watches to friends. Like Long, Lynch claims to be a prospector. Lynch will be in camp at the same times as Long.

122. TRADER JACK'S. This abandoned tradingpost is used by **Perry Long** and **Kurt Lynch** as a corral for their horses (2 good riding horses and a fair pack horse). The trading post is a (now roofless) one-story adobe building. Even the roof beams and joists have been stolen for incorporation into other buildings, but Long has used what scraps of lumber he could find on the sight to block up the doors and windows. The pack horse will be inside the building at all times...even when Lynch is making a trip to Tombstone. The two riding horses will only be present when their owners are in camp.

123. MOGOLLON HAYS' CAMP. **Mustanger Mogollan Hays** will be in camp about 10% of the time. When he is out hunting horses, the camp will consist only of a deadwood corral. When he occupies the camp, there will be a small brushwood hut in addition and the corral will contain Hays own mount (an excellent horse) plus half a dozen good mustangs which Hays will sell for \$30 a head partly trained.

124. THE HOLZER PLACE. **Graf Holzer**, half-owner and operator of **THE LIBERTY HILL MINE (110)**, lives in this one-story wood-sided shack. Buried under Holzer's bed is a coffee can containing \$350 (Holzer's life savings).

125. HOLZER'S BARN. This small one-story wood-sided barn houses pair of mine ponies (treat as poor horses). A loft area above the ponies contains dry fodder. **Graf Holzer** uses the ponies in **THE LIBERTY HILL MINE (110)**.

126. THE KANE PLACE. Professional gambler and killer **Job Kane** lives in this one-story wood-sided house. Kane runs a poker game at **THE LONESTAR DANCE HALL & SALOON (23)** under a special arrangement with **Maggie Whipple**.

127. THE ENION HOUSE. **Patrick Enion** and his wife, **Moirra**, live in this two-story wood-frame house with their son, **Louis**. Patrick is a sign painter by profession and works out of his home. He is assisted by Louis. Unlike most other non-Mexican church-goers in the town, the Enions attend the **Catholic Church (152)**.

128. THE WEIR-SNOW HOUSE. **Albert Weir** and **Clark Snow** share this one-story wood-frame house. Both work at **THE LIBERTY HILL MINE (110)**.

129. WEIR'S SHED. This one-story wood-sided shed contains an outhouse and a storage shed. The shed is empty.

130. THE BOYER HOUSE. This burnt-out shell of a wood and adobe house was the home of **Justin Boyer** until destroyed by fire 4 months before the start of the game. Boyer now lives in a tent at 114. He runs **THE GILA BELLE MINE (112)**. Though Boyer claims that he was purposely burnt-out by employees of **THE SILVERBELL MINING COMPANY (97)** acting under instructions from **Elton Hubbard**, he has never been able to prove his allegation.

131. HOOD'S LOCKSMITHING. Lincoln Hood owns and runs a faltering locksmithing business out of this one-story stone and adobe building. He lives in an adjacent building (132). Hood will sell locks "off the shelf" for \$1 to \$3. However, these will not resist a determined effort to either pick or destroy them. He will sell customized door locks or padlocks for \$4 to \$12 (depending on the amount of work involved). Hood will also make house calls to pick or unfreeze locks which have become jammed or cannot otherwise be opened. He charges 50 cents per call for this service.

132. HOOD'S HOME. Lincoln Hood lives in this one-story stone and adobe house which is attached to his shop (131). He keeps little cash on hand, but does have a valuable collection of hand-crafted jewelry boxes and other small lockable items worth \$1500.

133. HOOD'S SHED. This one-story wood-sided shed contains an outhouse and large wood bin used by Lincoln Hood (132).

134. THE RAMIREZ HOUSE. Carlos and Jose Ramirez live in this one-story adobe house. Carlos is a gambler and often deals three-card monte at EL PARADOR (158). Jose tends bar at EL PARADOR.

135. SKIP WESTON'S PLACE. Skip Weston lives in this one-story adobe house. Weston works at GILSON'S BATH HOUSE (166) as a bouncer, clerk and general handyman. However, Weston's real profession is as a cowboy and he will leave Promise City at any time that he is offered a job on a ranch. His house will then rent for \$5 a week.

136. GARCIA'S PLACE. Alfredo Garcia lives in this one-story adobe house. He is the water carrier at JOHNSON'S BARBER SHOP & BATHS (36).

137. EMPTY HOUSE. This one-story adobe house, together with 134, 135 and 136, is owned by Frank Condon. Condon rents 134 for \$6. The other 3 houses rent for \$5 per week.

138. THE DAVIS PLACE. Former buffalo soldier Rufus Davis lives with Anita Ramirez in this one-story adobe house. Davis owns THE ARIZONA BILLIARD HALL (33) and will always be there during the day. Anita keeps house for Davis and for her twin brothers, Carlos and Jose, who live at 134.

139. MOTHER JIMENEZ' HOUSE. Mother Jimenez, the Mexican-Indian bruja (witch-woman) lives in this one-story adobe shack. Jimenez specializes in herbal remedies and "magical" cures for assorted illnesses. Her "cures" will usually be only half as effective as those of the town doctor, but, then, her prices are much lower too. Mother charges about half of Doc Eaton's prices (see entry 15) for treating the results of accidents or violence. She charges \$1 for treatment of disease, fever or infection (with variable results). Most of her treatments involve the use of special substances which have to be gathered from the surrounding hills and many of the town's young boys earn money by finding her herbs. Mother is always at home.

140. CISCO HALSTON'S PLACE. Cisco Halston lives in this one-story adobe building. Halston deals poker at THE GAY LADY (41).

141. PHILLIP ROGERS' PLACE. Phillip Rogers lives in this one-story adobe house. Rogers is a miner at THE LUCKY DEUCE MINE (105).

142. ALCORN ROONY'S PLACE. Alcorn Rooney lives in this one-story adobe house. Rooney is a miner at THE BREAKHEART MINE (101).

143. THE COTTAGE OF WANG LI. This one-story adobe and timber building is the "cottage" of Wang Li. It is frequented mostly by coolie miners from nearby Tombstone. Li was run out of Tombstone 6 months before the game begins and set up business in Promise City shortly thereafter. He does not do the thriving business he did in his former location, but he does make enough to survive. Pipes cost 50 cents each at Wang Li's. The narrow shelves lining the walls will usually contain 3 or 4 customers, almost invariably Chinese.

144. WANG LI'S SHED. Wang Li, the proprietor of the cottage at 143, lives in this one-story adobe shed.

145. TOLUCCA'S CHICKENHOUSE. This one-story open-front adobe building houses four dozen chickens raised by Juan Toluca who sells their eggs to local hotel and restaurant owners.

146. TOLUCCA'S SHED. Juan Toluca stores food and garden tools in this one-story adobe and wood shed.

147. JUAN TOLUCCA'S HOUSE. This one-story wood and adobe house is the home of Juan Toluca, his wife, Maria, and their children (Jose, age 2, Manuel, age 4, Consuelo, age 7, and Roberto, age 9). Juan raises chickens and has a garden plot by the chickenhouse (145). He also does odd jobs for various merchants and is sometimes employed by Neal Cassidy of CASSIDY LUMBER (60) to help put up some structure or other in the community. During the early part of the game, Toluca will be handling the construction of the new courthouse (12).

148. THE GORMLY-KELSO PLACE. Ajax Gormly and Brian Kelso live in this one-story wood and adobe house. Both men work at THE BREAKHEART MINE (101) as miners.

149. EMPTY HOUSE. This one-story wood and adobe house is owned by Elton Hubbard. Hubbard also owns 138, 139, 140, 141, 142, 143, 144, 148 and 150 (which together form a single large block of connected buildings). He rents these houses for \$5 a week.

150. CHARLIE WONG'S PLACE. This one-story wood and adobe structure is the home of Charlie Wong, his wife, Li, and his son, Harry. Wong and his family operate WONG'S LAUNDRY (56). They are always at the laundry all day (including on Sunday) and throughout most of the evening. They are always home at night. Charlie keeps his money (about \$400) in the false bottom of a tea chest in the common room.

151. THE ESCOBAR PLACE. Manuel Escobar, his wife, Rosita, and his son, Enrico, live in this two-story wood and adobe house. Manuel and Enrico are professional ranch hands who work round-ups and cattle drives for one or another of the big ranchers in Cochise County. They are involved in a drive for Forest Morand at the game's start, but will be back in Promise City by the ninth week of the campaign.

152. THE CHURCH OF SAINT ANTHONY. This one-story stone and adobe structure is equal in height to a two-story building. It has a bell tower over the main entrance equal to a three-story building in height. The town priest, Father Thomas Valdez, lives in a rectory behind the altar. Father Valdez will be in the church 90% of the time.

153. CONRAD BOOTH'S PLACE. Conrad Booth and Paget Flashman live in this two-story brick and wood building which Booth rents from Morgan Condon. Both men are professional gamblers who specialize in cheating at poker. Both frequent THE LONG BRANCH SALOON (35) most evenings. Booth is always home at night and during the day. Paget is seldom at home at any time. The house is lavishly furnished. It even has a safe in Booth's bedroom where he keeps his winnings (usually at least \$2000 worth of "table stakes" is present in case Booth needs cash to back a bet).

154. THE BROWN HOUSE. Hannibal Brown and his children, Liza and Maxwell, live in this two-story timber house. Brown owns BROWN'S ICE HOUSE next door in 155 and Maxwell assists him in that operation. Brown and his son will be home most of the time when they are not actually doing something at the ice house. Liza keeps house for her father and brother.

155. BROWN'S ICE HOUSE. This two-story stone and timber building has a sealed stone-lined cellar which serves as a storage area for the ice which is dragged down from the mountains in winter. The ice is then packed underground in sawdust and remains frozen for use year round. The owner, Hannibal Brown, is assisted by his son, Maxwell, and by Samson Hill, Will Hickey and Beecher Lawson. In winter, he adds several temporary employees to help bring in the ice. Brown sells ice for 5 cents per pound. Both Hannibal and Maxwell Brown live with Hannibal's daughter, Liza, at 154. Hill and Lawson live in building 163 and Hickey lives in 184. Brown also runs a small cartage and storage operation out of the ice house and will hire 1 or 2 men to assist him per week during the game. Brown pays \$10.

156. KEEBLER'S SHED. Grant Keebler, EL PARADOR'S (158) handyman, lives in this single story wood shed attached to the stable at the cantina and provided rent free as part of his wages.

157. EL PARADOR'S STABLE. This two-story wood-sided building is used to stable the horses of EL PARADOR'S (158) guests. The second floor is a loft area, used to store hay.

158. EL PARADOR CANTINA & HOTEL. This three-story stone, adobe and timber building houses the town's only Mexican cantina. El Parador (including buildings 156, 157, 158, 159, 160, 161 and 162) is owned and run by Pedro Figueroa and his wife, Dorita. Pedro tends bar. Dorita runs the kitchen. Grant Keebler is Pedro's hired hand who looks after the guest's stock and takes care of cleaning and repairs. Pedro's daughter, Sonoma, sings, dances and plays guitar. She is sometimes accompanied by Estaban Fuente on maracas and concertina. Jose Ramirez also tends bar at El Parador and his twin brother, Carlos, deals three-card monte there. Pepita Alvarez, Angelica Huesca and Maria Fuente (Estaban's sister) provide other entertainments for El Parador's guests. Keebler lives in a shed at 156. The Ramirez brothers live at 134. The Figueeroas live on the third floor of the hotel. Estaban Fuente lives at 162, Maria Fuente at 161, Pepita Alvarez at 160 and Angelica Huesca at 159. These four cubicles and Keebler's shed are provided free by El Parador as part of the employees wages. A room at this hotel rents for 25 cents per night. There is a 20% chance that a guest will be rolled for all or part of his wealth by one of the girls (assisted by Estaban). This theft will be committed with the connivance of Figueroa and he will split the results 50/50 with the perpetrators.

159. ANGELICA HUESCA'S ROOM. Angelica Huesca lives with her two children (Ricardo, age 4, and Pedro, age 2) in this one-story adobe building. She works at EL PARADOR (158).

160. PEPITA ALVAREZ' ROOM. Pepita Alvarez lives in this one-story adobe building, but she is only there during the day. Other times, she is working at EL PARADOR (158).

161. MARIA FUENTE'S ROOM. Marie Fuente lives in this one-story adobe building, but she is only there during the day. Other times, she is working at EL PARADOR (158).

162. ESTABAN FUENTE'S ROOM. Estaban Fuente lives in this one-story adobe building, but he is only there early in the day and late at night. Other times, he is working at EL PARADOR (158).

163. THE HILL-LAWSON PLACE. Samson Hill and Beecher Lawson share this one-story log shack. Both work at BROWN'S ICE HOUSE (155).

164. RIXTON'S SHED. Cole Rixton uses this one-story wood-frame building to store raw materials for his furniture business (165).

165. RIXTON'S FURNITURE. Cole Rixton runs his furniture store out of this two-story brick building. The first floor contains his showroom (and a workshop in the back). The second floor contains Rixton's living quarters and some storage space. Rixton will always be at 165. A sampling of prices includes: single bed = \$6; double bed = \$10; fancy four poster = \$15; kitchen table = \$5; straight back chairs = \$3 each; rocking chair = \$6; china cabinet = \$12; sideboard = \$17. Rixton will custom-make furniture for \$2 a day plus materials (with a simple job taking 3 days).

166. GILSON'S BATH HOUSE. Laurie Gilson lives on the second floor of this two-story brick building and operates a bath house on the first floor. She is assisted by Skip Weston and Jesus Huerta. Huerta also lives on the second floor. Weston lives in building 135. Baths cost 50 cents (and the water is always fresh). Gilson will almost always be in this building. Weston will be there only during the day and on Friday and Saturday nights. Huerta, a gambler by profession, will be in the building most days and nights, but will be in a card game at some saloon every evening.

167. THE COMSTOCK HOUSE. Russell Lee and his wife, Beatrice, own and operate The Comstock House out of this three-story brick building. Fred Giesler, Earl Hogan, Matt Coogan, Cully Flick, Dean Fryberg, Noah Walsh, Liam Murphy and Gary Pierce all

board at The Comstock. There are two rooms available for rent for \$6 a week (including breakfast and supper cooked by Beatrice). The Lees live on the ground floor.

168. THE WINSTON HOUSE. Dennis Winston and his wife, Sherry, live in this two-story brick house. Winston is Deputy County Recorder for Sulphur Springs Valley and runs the COUNTY CLAIMS OFFICE (11).

169. THE BAINES SMOKEHOUSE. This one-story brick and timber structure is Rudy Baine's smokehouse. Baines runs the butcher shop and grocery at 170. The interior is smoky and hung with three dozen hams, two sides of beef, two dozen sides of bacon and a variety of sausages and some cheeses. The door is securely padlocked.

170. BAINES BUTCHER SHOP AND GROCERY. Rudy Baines, his wife, Louisa, and their children, Richie, Carole and Julia, live on the second floor of this two-story brick building. The first floor contains Baines' store. Baines specializes in smoked meats. Sample prices include: bacon = 9 cents a pound; ham = 12 cents a pound; corned beef = 15 cents a pound; smoked, dried beef = 15 cents a pound. All of the Baines family work in the store or in the smokehouse (169). Richie and Carole attend school and Mrs. Baines and Julia tend Laverne, Rudy's aged grandmother who lives at 171.

171. GRANDMA BAINES' HOUSE. Laverne Baines lives in this one-story brick and timber house attached to her grandson's butcher shop and grocery (170). She is always home and will often be attended by Louisa or Julia Baines. Grandma Baines (assisted by Louisa) has a garden that yields produce for the family and for sale in the store.

172. SINGER'S SHED. Ray Singer uses this one-story wood shed for storage of furniture and household goods.

173. SINGER'S PLACE. Ray Singer and his wife, Lila, rent this one-story clapboard house from Hamilton Fisk. Singer tends bar at THE LONG BRANCH SALOON (35).

174. FISK'S SHED. Hamilton Fisk owns this one-story wood-sided shed which he rents to Kate Higgins. Higgins uses it to store furniture not needed in the operation of her saloon (35).

175. HAMILTON FISK'S HOUSE. Lawyer Hamilton Fisk lives in this two-story brick house. His law office is in building 32, but he is rarely there. Most days, he is home and, in the evenings, he plays poker at THE LONG BRANCH SALOON (35).

176. THE PARSONAGE. Preacher Haggler and his wife, Stella, live in this two-story clapboard house which is owned by the congregation of THE CHURCH OF GOD (55) where Haggler is the Pastor.

177. THE SLADE HOUSE. Sam Slade owns and lives in this two-story clapboard house. He owns and operates SLADE'S HARDWARE (38).

178. THE GORCH HOUSE. Tim Gorch owns and lives in this two-story log and adobe structure. Gorch owns GORCH'S ROOFING (179).

179. GORCH'S ROOFING. Tim Gorch owns this two-story log barn out of which he runs his tin-roofing business. The barn contains a pair of poor horses and a heavy dray wagon. There is fodder in the loft. One wall contains wooden cribs filled with rolls of tarpaper and sheets of roofing tin. Gorch charges \$100-\$800 to lay down a roof (depending on the size of the building and the quality of materials desired). Casey Mims and Duff Ramsey work for Gorch. Mims and Ramsey share a house with Will Hickey at 184. Gorch lives at 178.

180. THE BAUER HOUSE. Lemuel Bauer and his wife, Ilsie, live in this two-story wood-frame house. Bauer owns and operates BAUER'S UNION MARKET (7) with some assistance from Ilsie.

181. DRISCOLL'S TANNERY. Tector Driscoll runs a small tanning operation out of this one-story log building. The rear of the building is concealed by a 7-foot, wood-siding fence that encloses the slop yard. The one-story building is equal to a story and a half in height. The heavy roof beams support several movable chain lifts and

there are three large zinc chemical tanks resting on brick foundations in the dirt floor. Driscoll buys green hides for \$1 and sells tanned hides for \$3. He is assisted in his operation by **Terry Busby**. Both men live in Driscoll's house at **182**. At the start of the game, Driscoll is looking for another employee at a wage of \$10 per week.

182. TECTOR DRISCOLL'S HOUSE. Tector Driscoll and Terry Busby share this two-story log and adobe house. Driscoll owns **DRISCOLL'S TANNERY (181)** and Busby works for him.

183. RAFE DOBBINS' PLACE. Rafe Dobbins and Nutly Bester live in this one-story frame house. Both work at the **BREAKHEART MINE (101)**. They rent from Elton Hubbard for \$20 per month.

184. WILL HICKEY'S PLACE. Will Hickey, Casey Mims and Duff Ramsey share this one-story frame house which they rent from Elton Hubbard for \$20 per month. Hickey works at **BROWN'S ICE HOUSE (155)**. Mims and Ramsey work at **GORCH'S ROOFING (179)**.

185. THE MORAND SHED. Half of this one-story shed is an outhouse. The other half is a storage area for maintenance equipment, blacksmithing tools and similar items owned by **MORAND CARTAGE (186)**.

186. MORAND CARTAGE COMPANY. Tempel Morand owns the Morand Cartage Company which operates out of an office in this one-story brick building. Morand is too busy managing the **Morand Ranch** south of Promise City to actively supervise the operation so his younger brother, Zachary, is in charge. The company employs **Julio O'Grady** and **Bud Newkirk** as yard hands and **Liam Murphy**, **Doug Manson** and **Heck Lustig** as teamsters. Zachary Morand and all 5 of the company's employees live in the large bunkhouse at **187**. Morand Cartage will haul any consignment of goods or materials for \$1 per hundred pounds for every 50 miles travelled. Good hands are scarce and the company will hire any likely prospects for \$9 a week plus free rooming in the bunkhouse.

187. THE MORAND BUNKHOUSE. This two-story log and stone building has a living area on the second floor for **Zachary Morand** and a first-floor bunkroom where **Julio O'Grady**, **Bud Newkirk**, **Liam Murphy**, **Doug Manson** and **Heck Lustig** sleep.

188. THE MORAND STABLE. This two-story wood-sided stable houses the dozen good horses of the Morand Cartage Company. The second story contains fodder and a storage area for items awaiting shipment. The attached corral is a parking area for four dray wagons belonging to the company.

189. THE DOUBLE EAGLE BOARDING HOUSE. This three-story brick building is owned by the Morand family. The Morands pay **Clay Milford** and his wife, **Hannah**, to run the operation. The Milfords live on the first floor. **Danby Jones**, **Alfred Brower**, **Pierre Jaquet**, **Flossie McKenna**, **Warren Watson**, **Niles Hoover**, **Harry Rote**, **Peter Lovelace**, **Hatcher Meeks** and **Gunther Heppel** each have their own room on the second or third floor. There are no vacancies, but if rooms become vacant due to the death of a boarder, they will rent for \$8 per week (including breakfast, lunch and supper cooked by Hannah).

190. UPTON'S COUNTING HOUSE & BROKERAGE. Elihu Upton operates a brokerage firm, insurance company and law office out of this large one-story brick building. Most of the building is given over to offices, but a small living area for Upton occupies about a third of the floor space. Upton employs **Hatcher Meeks** and **Gunther Heppel** as clerks and accountants. Meeks and Heppel both board at **THE DOUBLE EAGLE (189)**. Upton has several varieties of fire, home and mine accident insurance available for premiums of between 5 cents and \$1 for every hundred dollars worth of coverage. The exact price will vary based upon Upton's estimate of his risk and how much he thinks he can soak the customer for. Determine the exact cost of the insurance by rolling percentile dice and modifying the result according to the GM's appreciation of the situation. Rolls less than 5 are treated as 5. Those greater than 00 are treated as \$1. The numbered results equal a monthly premium of that amount in cents (a roll of 68 means a premium of 68 cents, for example). Upton

also sells mining stocks (mostly worthless) in mines throughout the American southwest. Prices range between 50 cents and \$4 per share (plus a 5% commission for Upton). Upton also practices law on the side. His scale of fees is 10% higher than **Mitchell Berg's (27)**. He will take any case.

191. LARRY FREED'S HOUSE. Professional gambler **Larry Freed** owns and lives in this two-story brick house. Freed runs a game at the **COMIQUE VARIETY HALL & SALOON (19)**.

192. UPTON'S CABIN. Dylan MacLeash lives in this one-story log house owned by **Elihu Upton**. MacLeash claims to be a gambler (and he does spend a lot of time playing cards). But most of his money (and the free use of the cabin) derives from Upton. MacLeash and Upton have a secret deal whereby MacLeash makes sure that "accidents" happen to the property of people who aren't carrying insurance supplied by Upton. Upton, in turn, sees that MacLeash is well-paid and, otherwise, cared for. So far, no one has caught on and the fires, cave-ins and other disasters arranged by MacLeash have been considered real accidents. In the one instance in which arson was suspected (the burning of the Boyer House), the victim blamed others for his loss.

193. THE BOYD HOUSE. Alton Boyd owns and lives in this two-story wood-frame house. Boyd runs **BOYD'S CIGAR STORE (20)**.

194. FREED'S SHED. Larry Freed rents this one-story wood-sided shed to his neighbor (in **195**), **Scott Taylor**. Taylor uses the shed as a wood-working shop (he makes inlaid furniture in his spare time).

195. THE TAYLOR HOUSE. Scott Taylor and his wife, **Mona**, live in this two-story clapboard house owned by the **Condon brothers**. Scott works at **CONDON'S BANK (40)** and Mona cleans **The Condon House (28)**.

196. THE McCOY HOUSE. Prosper McCoy and his wife, **Bonnie**, live in this two-story frame house which they rent from McCoy's boss, **Evan Adair**. Prosper tends bar at **THE PALACE (25)**.

197. THE MASON HOUSE. Randall Mason and his wife, **Helga**, live in this two-story brick house which he rents from **Frank Condon**. Mason owns and runs **MASON'S FEED & GRAIN STORE (31)**.

198. THE MAXWELL HOUSE. Bruce Maxwell and his wife, **Ginger**, live in this two-story frame house which they rent from the **Condons**. Bruce works at **CONDON'S BANK (40)**.

199. THE STEVENS HOUSE. Paul Stevens, his wife, **Mina**, and their children, **Agatha** and **Jackie**, live in this three-story wood-frame house. Stevens owns and operates the **FIRST NATIONAL BANK OF PROMISE CITY (44)**.

200. PROSPER McCOY'S SHED. Prosper McCoy rents this shed along with the house at **196**, but he allows the owner (his boss, **Evan Adair**) to store excess furniture and whiskey not needed at **THE PALACE SALOON (25)** in the shed. The door is kept securely padlocked.

201. MICHAEL GEORGE'S PLACE. Michael George and **Darla Peacock** share this two-story log house. George and Peacock are co-owners and operators of **PEACOCK'S SALOON (42)**.

202. JEREMIAH PECK'S CABIN. Jeremiah Peck and his Navajo wife, **Cornflower**, live in this one-story log cabin. Peck works in the **GUNSIGHT BRICKYARD (209)**.

203. RESTON'S PAWN SHOP. Gregory Reston and his wife, **Barbara** own and operate a pawn shop and repair shop out of this one-story wood-frame building. The Restons will usually loan a sum equal to 10% of the value of an item and will expect to be paid back within 30 days. Failure to pay them back will result in the item being put up for sale. In addition to lending money against items left as collateral, the Restons will make simple repairs on broken items for between 25 cents and \$2. The Restons live at **204**.

204. THE RESTON HOUSE. Gregory and Barbara Reston live in this two-story wood-frame house which is attached to the back of their pawn shop at **203**.

205. GREGORY RESTON'S SHED. This two-story wood shed contains an outhouse and woodshed used by Gregory Reston (204). Hidden under a pile of pine logs in the rearward portion is an old oilcan with \$900 in it belonging to the Restons.

206. THE COOK HOUSE. Zebediah Cook and his wife, Helen, own and live in this two-story adobe house. Cook owns **COOK'S GENERAL STORE (43)**.

207. COOK'S WOODSHED. Zebediah Cook uses this one-story wooden shack as a woodshed.

208. THE SHERMAN HOUSE. Ike Sherman and his wife, Jesse, live in this two-story frame house which they rent from Frank Condon. The Shermans run the **PAPAGO CASH STORE (8)**.

209. THE GUNSIGHT BRICKYARD. Jim and Travis Calhoun run the Gunsight Brickyard out of this one-story brick building which serves as both an office and a storage area. They are assisted in

this enterprise by an old friend (and 50% owner of the company), **Codie Jarret**, and by **Jeremiah Peck**. The Calhouns and Jarret live together in the bunkhouse at 210. Peck lives with his Navajo wife, **Cornflower**, at 202. The Calhouns keep two fair horses and Jarret's excellent horse in this building. Bricks can be had in almost any quantity for 2 cents apiece.

210. THE CALHOUN-JARRET HOUSE. The Calhoun brothers and their friend, **Codie Jarret**, live in this one-story brick and stone bunkhouse. The Calhouns and Jarret own and operate **THE GUNSIGHT BRICKYARD (209)**. A 6-foot high lumber fence encloses the yard between the bunkhouse and the office, stable and work area of **THE GUNSIGHT**.

211. MINE TAILINGS FROM THE LIBERTY HILL MINE.

212. MINE TAILINGS FROM THE LIBERTY HILL MINE.

213. MINE TAILINGS FROM THE GILA BELLE MINE.

THE PEOPLE OF PROMISE CITY

The **NPC LIST** that follows is designed for use with the **GUIDE TO PROMISE CITY**. The **GUIDE** describes the town's buildings, their functions, ownership and the names of those who live or work there. When an event takes place anywhere in Promise City or whenever it is desirable that randomly-encountered persons (including witnesses to crimes or innocent bystanders) be generated, this list should be consulted to determine the characteristics of those present. Some of the NPC's on this list are not residents of Promise City, but rather live and work nearby and will only be in Promise City as visitors. These NPC's are indicated by a "#" after the letter opposite their name in the **F (FACTION)** column. NPC's living outside the city limits are described in the **SULPHUR SPRING VALLEY** section of the **BACKGROUND**.

NPC LIST													
NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG	P	F
Adair, Evan	+4	-3	+2	-2/-3	-10	14	1D	7	34	26	30	K	C**
Adams, James	+4	+2	-3	-3/+3	0	12	FDR6	12	49	46	22	G	C**
Alvarez, Pepita	+6	-6	0	+2/+6	0	12	KN	13	56	15	19	P	C
Avery, Derrick	+4	0	-6	+2/+6	+2	15	SAR6	14	58	10	28	C	M**
Bailly, Mongo	+2	+18	+2	+3/+10	+6	16	FDR6	15	84	15	34	G	C#
							15R	0	84				
Baines, Carole	+4	0	0	+1/+3	-10	11	6C	0	43	--	16	H	M
Baines, Laverne	-5	-3	-9	+4/+15	0	8	6C	-6	62	--	82	I	M
Baines, Louisa	+2	+5	0	0/0	-10	12	6C	-3	45	--	34	I	M
Baines, Richie	+2	+2	+5	+2/+6	-10	9	CBR	4	48	--	14	H	M
Baines, Rudy	+6	+2	+7	0/0	-10	15	DAR5	11	42	--	38	M	M**
Barbeau, Julia	+12	-3	0	0/0	-10	9	---	---	---	44	22	P	C
Barker, Helen	-2	-9	-9	0/0	-10	9	---	---	---	--	64	I	M
Barker, Stanley	0	-9	-3	-2/-3	-10	10	---	---	---	--	62	Q	?
Bauer, Ilse	+6	0	+7	+3/+10	-5	13	DAR5	14	55	--	17	I	M
Bauer, Lemuel	-2	-9	-6	0/0	-10	14	DAR5	3	31	--	58	M	M**
Baxter, Parker	-2	0	-6	+4/+15	-10	13	SAR6	10	55	--	30	N	?
Beck, Hans	0	+2	0	+3/+10	-5	15	2SG	-2	57	--	39	W	C**
Berg, Mitchell	+4	0	-3	+2/+6	-10	13	SAR5	14	46	40	36	E	?
Berman, Carl	-2	-6	-9	0/0	-10	10	CBR	-2	34	--	32	M	M**
Berman, Edith	0	-3	+5	+1/+3	-10	11	---	---	---	--	30	I	M
Bester, Nutly	+4	+7	+7	0/0	-5	17	SAR6	12	52	--	34	W	?
Blake, Austin	+4	+7	-9	+1/+3	0	14	SAR5	13	60	8	30	K	?
Blake, Vera	+9	+2	0	+2/+6	0	10	SAR5	19	58	--	25	I	?

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG	P	F
Boag, Jane	+6	-3	+2	+2/+6	-10	12	2D	13	43	15	20	P	C
Booth, Conrad	+15	+10	-3	0/0	+2	12	1D	20	62	39	28	G	C**
Boyd, Alton	0	+5	-6	+1/+3	+2	14	SAR6	9	60	14	43	M	M**
Boyer, Justin	+12	-3	-9	+3/+10	0	13	SAR5	23	57	4	24	F	C**
Brower, Alfred	+2	+10	0	+3/+10	+10	16	9C	0	80	--	56	K	??
Brown, Hannibal	+9	-3	+10	0/0	-5	15	9C	4	42	--	42	M	M**
Brown, Liza	+9	+2	-3	+1/+3	-10	12	1SG	5	45	--	17	I	M
Brown, Maxwell	+12	+5	+7	+2/+6	-10	16	DAR6	19	51	--	22	H	M*
Busby, Terry	+4	+2	+7	0/0	-10	14	6C	-1	42	--	32	H	C**
Calhoun, Jem	+6	-3	+2	+5/+13	0	13	SAR6	19	68	--	37	M	M*
Calhoun, Travis	+2	0	+5	0/0	-5	14	9C	-3	45	--	40	M	M*
Campbell, Jenny	0	-3	-3	+1/+3	-10	11	----	----	----	--	23	S	M
Carleen, Dave	+2	0	+2	+1/+3	0	14	2SG	-2	53	7	27	B	C**
Cassidy, Neal	+2	+2	-3	+2/+6	-5	14	DAR6	9	53	10	52	M	M**
Christen, Trish	+4	0	-3	0/0	0	11	SAR6	12	50	15	27	H	M
Christen, Jonah	+2	+2	-6	+2/+6	+2	9	SAR6	12	60	25	53	H	??
Cleese, Halbert	+6	+5	-9	+2/+6	0	12	FDR5	18	61	38	35	E	M**
Clifton, Jervis	+9	-3	+5	-2/-3	-10	13	----	----	----	--	40	W	C**
Condon, Frank	+6	+2	0	+3/+10	+2	13	SAR6	17	64	--	48	J	M**
Condon, Morgan	+4	+5	-6	+2/+6	+2	11	SAR6	14	63	15	50	J	M**
Coogan, Matt	+4	-6	+15	+1/+3	-10	16	KN	10	58	--	19	H	C**
Cook, Zebadiah	+4	0	0	0/0	-5	13	DAR5	9	45	--	28	M	M**
Cook, Helen	+6	-3	0	0/0	-10	11	DAR5	11	37	--	27	I	M
Corbet, Jim	+20	+2	+7	+3/+10	+6	19	2D	28	68	31	32	B	C**
Dandoy, Mathias	-2	+5	-6	+1/+3	+2	18	DAR5	4	60	--	34	W	M**
Davis, Rufus	+4	+18	+15	+2/+6	+8	17	SAR5	14	82	32	28	M	C**
							KN	11	79				
							AR	-4	82				
Diderot, Pepe	+12	+7	+2	+2/+6	+2	12	2D	19	65	35	38	P	??
Dobbins, Rafe	+19	-9	-9	0/0	-5	15	----	----	----	--	37	W	M**
Downy, Alexis	+4	-3	-6	0/0	-5	11	----	----	----	--	21	P	C
Driscoll, Tector	+6	+7	+10	+2/+6	+2	17	SAR6	16	65	10	37	M	C**
							KN	13	68				
Duprey, Madge	+6	+2	0	0/0	0	10	2D	11	52	12	26	P	C
Eaton, Jim Dr.	+6	+7	+5	+1/+3	-10	13	----	----	----	29	45	D	M**
Eaton, Beth	+4	+2	+7	+1/+3	-10	11	----	----	----	--	39	I	M
Enion, Louis	+4	+2	+5	+1/+3	-10	10	12C	0	45	--	15	H	M
Enion, Moira	+6	+2	-3	+2/+6	-5	13	12C	3	53	--	34	I	M
Enion, Patrick	+12	+10	+7	+2/+6	+2	14	12C	9	68	--	36	M	M*
Escobar, Enrico	+6	+10	0	+3/+10	-5	13	SAR6	17	65	--	20	H	?
Escobar, Manuel	+2	+15	-3	+2/+6	+6	14	2SG	-1	77	--	43	H	?
Escobar, Rosita	-2	-6	-9	+1/+3	-10	15	----	----	----	--	39	I	?
Fagen, Coolie	0	-3	-3	-4/-6	-10	12	----	----	----	--	33	C	M**
Figueres, Dorita	0	+2	+7	+1/+3	0	13	KN	6	60	--	43	K	C
Figueres, Pedro	+4	+2	+5	+2/+6	0	14	2SG	1	54	10	44	K	C
Figueres, Sanoma	+6	+2	+5	+3/+10	-5	12	KN	14	60	20	19	P	C
Fisk, Hamilton	+2	+5	-6	-2/-3	-5	10	SAR6	8	47	34	30	E	C**
Flashman, Paget	+20	+15	+10	-4/-6	-5	15	FDR5	26	54	45	18	G	C**
Flick, Cully	+4	+2	+7	0/0	0	17	SAR6	12	52	10	28	H	??
Fly, Janet	0	-6	+2	-2/-3	-10	12	----	----	----	--	33	I	M
Fly, Roger	+2	0	-6	0/0	-5	13	DAR6	7	45	--	35	Q	M**
Foote, Marcus	+4	+7	+5	+2/+6	+2	17	FDR6	16	65	--	34	W	C**
Foreman, Susie	+2	+5	+2	+3/+10	0	14	2D	10	65	33	20	P	C
Fox, Sally	+6	+10	+2	+2/+6	+2	12	FDR6	18	68	10	29	G	C#
							2SG	3	68				
							KN	13	60				
Freed, Larry	+12	+15	+2	+2/+6	0	13	FDR5	24	71	32	29	G	C**
							SAR5	22	71				
Fryberg, Dean	+6	+2	+5	+3/+10	0	17	SAR6	17	62	--	32	H	??
Frye, Duncan	+2	-3	-6	0/0	-5	13	CBR	2	42	5	38	M	M*
Fuente, Estaban	+12	+5	0	-2/-3	+2	12	FDR6	70	55	14	24	P	?
Fuente, Maria	+12	0	0	+3/+10	0	12	----	----	----	18	20	P	?
Garcia, Alfredo	+9	-3	+7	0/0	0	12	KN	14	57	16	24	H	?
George, Michael	+2	+2	+2	+2/+6	+6	18	SAR6	12	64	20	31	K	C*
							1SG	-1	64				
Giesler, Fred	+6	0	+2	+2/+6	0	17	SAR5	16	56	5	26	W	M*
Gifford, Lane	0	+5	+5	0/0	-5	14	SAR6	8	50	--	26	H	C*

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG	P	F
Gilly, Newton	+6	+5	+5	+3/+10	+2	17	CWC FDR6 12C	-5 19 4	50 67 67	20	26	H	?
Gilson, Laurie	0	+2	0	+3/+10	0	14	SAR6	11	62	15	55	M	?
Glass, Billy	+4	+7	+2	+3/+10	+2	15	SAR6 SCG KN	15 7 12	69 69 64	13	41	H	?
Gleeson, Jude	+6	+5	+7	+1/+3	0	16	SAR6	15	58	--	26	H	M#
Gorch, Tim	+4	+7	+5	+2/+6	0	16	SAR6	14	63	--	25	M	?
Gormly, Ajax	+4	+7	0	+1/+3	-5	18	CBR	5	55	25	24	W	M*
Hagen, John	+9	+7	+5	+2/+6	+2	16	2SG	6	65	20	34	B	C*+
Haggler, Anson	-5	+2	-9	0/0	-10	16	---	---	---	--	45	A	M*+
Haggler, Stella	-2	-6	-3	-2/-3	-10	9	---	---	---	--	39	I	M
Halston, Cisco	+20	+10	+5	0/0	0	12	FDR5 2D	30 25	60 60	37	30	G	C*+
Hammer, Dick	+2	-6	-9	+1/+3	-10	13	SAR6	11	43	--	35	M	M*+
Hanley, Gus	0	+2	+2	+1/+3	+2	12	SAR6	9	57	--	41	W	C*+
Harker, Boston	+2	+2	-9	0/0	-10	18	---	---	---	20	23	W	M*+
Hays, Mogolian	+20	+10	+18	+4/+15	+6	16	SAR6 KN	32 29	81 89	23	37	M	C
Heppel, Gunther	0	-3	-6	0/0	-10	12	---	---	---	--	43	C	?
Hickey, Will	+2	+10	+2	+2/+6	0	18	2SG DAR5	-1 9	66 66	11	35	H	C*+
Higgins, Kate	+6	+5	+2	+3/+10	+2	12	2D	14	67	45	38	K	C
Hill, Samson	+2	+2	+5	+2/+6	0	18	DAR5	9	58	--	27	H	M*
Hogan, Earl	+9	0	+7	+1/+3	-10	15	SAR6	18	53	--	21	C	M*+
Hollister, Bret	+15	+10	+7	+3/+10	+8	14	FDR6 2SG KN	28 13 23	78 78 75	43	27	L	M**
Holzer, Graf	0	-3	-6	+3/+10	0	17	SAR5	11	57	14	38	F	M*+
Hood, Lincoln	-5	-6	-9	-2/-3	-5	11	---	---	---	--	46	M	M*
Hoople, Bart	+9	+5	+7	+1/+3	0	16	SAR6	18	58	5	23	H	C#
Hooton, Elvira	0	+2	0	+3/+10	-5	17	1SG	-2	57	--	34	K	C
Hooton, Ezra	+4	+5	+2	+1/+3	-10	15	1SG	0	48	23	29	K	C*+
Hoover, Niles	+2	+5	0	+1/+3	0	17	SAR6	11	58	25	33	K	C*
Hubbard, Elton	-5	-6	-9	+3/+10	0	10	SAR5	6	54	--	47	F	M*+
Hudson, Langdon	+6	+2	0	-2/-3	-10	12	---	---	---	--	14	H	M
Hudson, Nellie	+4	-6	+2	0/0	-10	13	2SG	-1	44	--	35	M	M
Hudson, Don	+2	0	+5	+3/+10	-10	18	2SG	0	50	5	36	M	M*+
Huerta, Jesus	+20	+18	+15	+3/+10	+10	14	FDR6	33	88	36	35	G	C
Huesca, Angelica	0	-3	+2	+3/+10	0	12	---	---	---	10	17	P	C
Hummel, Jeffrey	+6	+7	+10	+3/+10	+2	17	SAR6	17	69	25	27	H	M#
Hunter, Colin	+15	+5	-9	+2/+6	+8	15	FDR6 2SG	27 12	69 69	30	29	L	C**
Hutton, Leslie	-2	+2	-6	+3/+10	-5	13	1D	6	57	30	34	P	C
Isby, Nathan	-2	0	-6	+2/+6	-10	12	SAR5	8	46	26	30	E	?
Jackson, Hildy	+2	0	+2	+1/+3	+6	11	1D	8	59	23	27	P	C
Jaquet, Pierre	+2	+18	+10	+3/+10	+10	12	LBR 12C SAR6	5 6 13	88 88 80	--	40	M	?
Jarret, Codie	+2	+10	+5	+1/+3	0	14	FDR6 9R KN	13 -2 8	63 63 58	--	28	H	C*+
Johnson, Asa	-5	-6	-6	0/0	-10	8	---	---	---	--	36	I	M
Johnson, Bif	-2	0	+2	0/0	-10	13	1D	3	40	--	37	0	M*+
Jones, Danby	+2	+2	0	+1/+3	-5	14	9C	-2	50	--	52	H	?
Kane, Job	+21	+18	0	+4/+15	+8	16	FDR6	35	91	43	34	G	C*+
Karp, Nick	+9	+2	+2	+2/+6	+2	13	FDR5	21	60	41	26	G	C*+
Kaufman, Kay	+4	+2	+2	+3/+10	-5	16	BR	-3	57	--	31	M	M
Keach, Marvin	+2	0	+2	0/0	+2	14	SAR6 12C	10 -3	52 52	--	39	M	M
Keebler, Grant	-2	+5	-3	+3/+10	+2	16	SAR5	9	67	34	40	H	?
Kelly, Kevin	+2	-3	-6	+1/+3	-5	15	SAR5	11	45	--	27	M	M*+
Kelly, Mary	+4	-9	0	+1/+3	-10	12	SAR5	13	34	--	23	I	M
Kelso, Brian	+4	+2	+2	+5/+15	+6	19	SAR6	17	73	8	28	W	C*
Keppler, Marnie	+9	+2	+5	+2/+6	-5	13	1D	16	53	13	19	P	C
Kilpin, Tim	+9	+5	+10	+4/+15	0	16	FDR6	23	70	25	26	H	M#

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG	P	F
							9C	3	70				
King, Anse	+2	+5	+7	+2/+6	+6	12	SAR6	12	67	--	62	V	M#
King, Ashley	+6	+5	+5	+2/+6	0	16	SAR5	16	61	26	41	V	M#
King, Rebecca	+4	+2	0	+3/+10	0	12	2SG	2	62	--	40	I	M#
King, Troy	+9	-3	+2	+5/+15	-5	13	FDR6	24	57	15	18	V	M#
							6C	3	58				
Koontz, Brice	-5	-3	-6	-2/-3	-10	14	CBR	-7	34	--	15	H	C#
Koontz, Elmer	-2	0	+5	0/0	-10	15	CBR	-2	40	--	17	H	C#
							KN	3	45				
Lacey, Judge	+6	-9	+2	+1/+3	-10	15	CWR	2	34	--	23	M	M*
Lambert, Ann	0	-3	-6	+1/+3	-5	10	---	---	---	34	23	P	C
Larsen, Rolf	+15	+15	+2	+3/+10	+2	16	FDR6	28	77	31	34	G	C*+
Lawson, Beecher	+4	+2	+5	+1/+3	+2	16	FDR6	15	57	--	48	H	?*
Lay, Ned	+6	+2	+7	+3/+10	0	18	SAR6	17	62	--	30	H	M#
Lee, Beatrice	+6	0	-6	+3/+10	-10	11	9R	4	50	--	22	I	?
Lee, Russell	+4	+2	+7	+2/+6	-5	16	SAR6	14	53	18	23	K	?*
							9R	1	53				
LeFarge, Fifi	-5	0	+7	-2/-3	-10	9	---	---	---	15	20	P	C
Lester, Dick	0	-3	-9	-2/-3	-10	11	---	---	---	6	43	U	M*
Li, Wang	+6	-6	+5	+3/+10	-5	13	KN	14	60	--	47	M	?
Lockmyer, Dick	+2	+7	-3	+5/+15	+8	14	SAR6	15	80	26	42	H	?*
							15R	2	80				
Long, Perry	0	-3	+7	+1/+3	-5	15	DAR6	6	45	--	19	W	C
Loomis, Herbert	+20	+10	0	+2/+6	+2	14	FDR5	32	68	42	29	G	C*+
Lopez, Rita	+9	0	+15	+4/+15	+8	13	KN	18	88	15	23	P	C
Lord, Steve	+21	+2	+5	+2/+6	0	14	FDR6	33	58	39	31	K	M*
Lovelace, Peter	0	+2	0	-4/-6	-5	9	2D	1	41	32	30	K	M*
							SAR6	4	41				
Lucky, Tony	+15	+7	0	+3/+10	0	13	FDR6	28	67	35	33	G	C*+
Lumley, Burton	+18	+2	-3	+2/+3	+6	12	FDR6	30	61	48	30	K	C**
Lustig, Heck	+4	0	+10	+1/+3	-5	15	SAR5	13	48	--	21	H	M*+
Lynch, Kurt	+4	+2	+7	+1/+3	0	15	SAR6	13	55	--	22	W	C
							6C	0	55				
Lynn, Autie	+6	+2	0	+4/+15	-10	15	FDR6	20	57	--	20	H	C#
MacLeash, Dylan	+15	+5	+2	+2/+6	+2	15	FDR6	27	63	19	29	G	M*+
Manson, Doug	+6	0	+5	+1/+3	-5	17	SAR5	15	48	--	20	H	C*
							6R	2	48				
Mason, Helga	+2	+2	+5	+3/+10	14	---	---	---	---	--	22	I	M
Mason, Randall	-2	-6	-6	-2/-3	-10	12	AR	-14	31	--	40	M	M*+
McCoy, Prosper	+4	-6	+5	+1/+3	-5	15	2SG	0	42	--	32	B	M*
McCoy, Bonnie	+6	-6	+2	+2/+6	-10	12	---	---	---	--	34	I	M
McKenna, Floesie	0	-6	-3	0/0	-10	11	---	---	---	--	26	P	M
Mann, Cuffie	-2	0	+2	+2/+6	+6	13	SAR6	8	62	18	42	H	M#
							15R	-5	62				
Maxwell, Bruce	+2	+5	0	+1/+3	-10	12	SAR6	11	48	16	22	C	M*+
Maxwell, Ginger	+2	0	0	+1/+3	-10	11	---	---	---	--	21	I	M
Meeks, Hatcher	-5	-3	+5	0/0	-10	17	---	---	---	--	23	C	?*
Melany, Dave	+2	+5	+10	+4/+15	-10	17	SAR6	14	60	--	29	C	?*
Milford, Clay	+9	+2	+2	0/0	-5	16	FDR5	19	47	--	29	K	C*
Milford, Hannah	+6	-3	+2	+1/+3	-10	12	1SG	2	40	--	28	I	C
Mills, Jeff	+12	+10	+7	+2/+6	+2	18	SAR5	22	68	15	30	B	C*+
Mims, Casey	+4	+10	+2	+2/+6	-10	14	SAR6	14	56	--	22	H	?*
Mingle, Abner	+2	-6	-3	+1/+3	0	15	SAR5	11	47	10	40	H	C#
Mitchum, Fannie	+2	+5	+2	+3/+10	0	11	2D	10	65	36	25	P	C
Moore, Mike	+2	+2	0	+2/+6	+2	13	2D	9	60	28	31	G	C*+
Morand, Forest	+6	+7	+5	+4/+15	+10	13	FDR6	20	82	20	54	V	M#
Morand, Headley	+6	+5	-3	+1/+3	-10	13	FDR6	17	48	5	19	V	M#
Morand, Kipsie	+4	+18	+9	+4/+15	-5	12	SAR5	16	70	24	21	V	M#
Morand, Tempel	+4	+10	+7	+2/+6	0	16	FDR6	16	66	12	25	V	M#
Morand, Zachary	+9	+7	+2	+3/+10	-5	14	FDR5	22	62	17	22	V	M*+
Mother Jimenez	-5	-6	-3	0/0	0	11	---	---	---	--	76	D	?
Murphy, Liam	+6	+2	+5	0/0	-10	15	SAR6	14	42	--	20	H	C*
							6C	1	42				
Myers, Nancy	+4	+2	+2	+1/+3	+6	12	2D	10	61	17	25	P	C
Neal, Katherine	0	+2	0	+2/+6	0	13	1D	7	50	10	20	P	C
Nevers, Carrie	+4	0	+2	0/0	-10	12	6C	-1	40	--	26	I	M
Nevers, Chuck	+2	+5	+2	+2/+6	0	16	SAR6	12	61	16	28	H	M*+
Newkirk, Bud	+2	+10	+2	+1/+3	0	13	SAR6	11	63	--	29	H	M*+

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG	P	F
Norris, Porter	+9	+10	0	+4/+15	+10	17	2SG	8	85	14	39	B	M*
O'Grady, Julio	+6	+2	+7	+2/+6	0	15	SAR5	21	85				
O'Hara, Shamus	+4	+7	-3	+2/+6	+8	18	FDR6	18	58	28	24	H	M*
							SAR6	14	71	15	35	W	C*
							9C	3	70				
O'Reilly, Walter	-2	-6	-3	0/0	-10	-14	---	---	---	---	46	K	M*
Palmer, Eddie	+4	-3	+2	-4/-6	-10	12	CBR	0	31	4	23	C	M*
Peacock, Darla	+4	+15	+2	+3/+10	+10	12	SAR6	15	85	30	40	K	C
Peck, Cornflower	+9	0	+18	+3/+10	0	15	KN	17	28	---	17	I	C
Peck, Jeremiah	+12	+5	+10	+4/+15	+2	18	DAR6	21	72	18	33	H	C*
							KN	21	77				
							BR	6	72				
Pierce, Gary	0	0	-3	+1/+3	-10	17	---	---	---	10	22	W	C*
Pike, Governor	+15	+5	+7	+2/+6	+6	13	FDR6	27	67	29	39	G	C*
Priddie, Tobias	-2	-6	-9	+2/+6	-5	11	1D	5	45	---	42	F	M*
Ramirez, Anita	+6	+2	+5	+3/+10	0	12	KN	14	65	15	26	I	?
Ramirez, Carlos	+4	+10	+5	+2/+6	+2	15	SAR6	14	68	20	31	G	?
Ramirez, Jose	+6	+10	+7	+1/+3	0	16	DAR6	12	63	---	31	B	?
Ramsey, Duff	+4	+10	+7	+2/+6	0	16	SAR5	14	66	15	31	H	?
Reiser, Joe	+4	-6	-9	-4/-6	-10	11	DAR6	5	28	3	26	C	M*
Reston, Barbara	+6	-6	0	-2/-3	-10	11	9C	-1	31	---	28	I	M
Reston, Gregory	0	+5	0	+2/+6	-5	16	9C	-3	56	---	35	M	M*
Rixton, Cole	+12	+2	+7	+2/+6	-5	17	SAR5	22	53	25	26	M	M*
Rogers, Phillip	+2	+10	-3	+2/+6	-5	16	SAR5	12	61	---	31	W	?
Roony, Alcorn	+12	+5	+2	+1/+3	0	15	SAR6	21	58	---	28	W	C*
Rote, Harry	+2	0	-6	+1/+3	+2	13	SAR6	11	55	---	38	B	C*
Ryer, Roy	0	+5	-3	0/0	-5	16	SAR5	8	50	18	29	H	?
							15R	-5	53				
Sanders, Neman	+2	+2	+10	+1/+3	-5	17	KN	8	58	15	48	H	?
Shaw, Ellen	+6	0	0	+1/+3	-10	11	---	---	---	---	20	V	M#
Shaw, Emery	+6	+7	+5	+4/+15	+2	14	FDR6	20	74	---	49	V	M#
Shaw, Humphrey	+6	+7	+10	+2/+6	0	15	FDR6	18	63	---	26	V	M#
Shaw, Tricia	+9	+2	0	+2/+6	-10	12	---	---	---	---	22	V	M#
Sherman, Ike	0	+5	-6	+1/+3	-10	14	DAR6	6	48	29	31	M	M*
Sherman, Jessie	+2	0	-9	0/0	-10	12	DAR6	7	40	---	26	I	M
Singer, Lila	+4	+2	+2	+1/+3	-5	12	9R	0	50	---	30	I	M
Singer, Ray	+12	+7	+5	+2/+6	+2	15	2SG	9	65	25	29	B	M*
Skull, Bob	+12	+7	+5	+1/+3	+2	9	FDR5	23	62	20	24	G	C*
Slade, Sam	+12	+18	+10	+3/+10	+10	14	SAR6	23	88	34	37	M	M*
							KN	20	80				
							BR	5	88				
Smith, Alice	+2	0	-3	+1/+3	-10	12	---	---	---	---	28	I	M
Smith, Eric Lee	+9	+5	-9	+2/+6	+2	17	DAR5	16	63	35	39	K	M*
Smith, Haywood	+4	+2	-6	+1/+3	+2	14	2SG	0	57	---	34	K	M*
Smith, Melissa	+4	-3	+2	0/0	-10	12	---	---	---	---	28	I	M
Snavely, Jason	+2	-3	-6	-2/-3	-10	11	2D	5	34	---	24	C	M*
Snow, Clark	+2	0	+7	+1/+3	0	17	SAR6	11	53	22	32	H	?
Snyder, Duke	+2	+7	+5	+3/+10	+8	17	SAR6	13	75	15	39	H	M#
							9R	0	75				
Stevens, Agatha	+4	0	-6	+1/+3	-10	10	DAR5	10	43	---	16	C	M
Stevens, Jackie	+6	+5	0	+4/+15	-5	12	DAR5	15	65	25	17	C	M
Stevens, Mina	+4	0	-9	0/0	-10	12	---	---	---	---	38	I	M
Stevens, Paul	+2	+2	-3	+5/+15	0	13	SAR5	15	67	28	44	J	M*
Stuart, Jack	+12	+2	+2	+3/+10	+6	15	FDR6	25	68	10	28	H	C#
							15R	10	68				
Taylor, Mona	+4	-6	0	0/0	-10	11	---	---	---	---	30	I	M
Taylor, Scott	0	0	-3	+2/+6	-5	12	SAR6	10	51	26	32	C	M*
Thomas, Hazel	-2	0	-9	+3/+10	-5	14	2SG	-4	55	---	39	I	M
Tolucca, Juan	+9	+2	0	0/0	-10	13	---	---	---	---	29	H	?
Tolucca, Maria	+6	0	0	-2/-3	-10	12	---	---	---	---	28	I	?
Trask, Edsel	0	0	0	+1/+3	-5	13	1D	6	48	46	26	G	C*
Trent, Kitty	+6	+5	+7	+1/+3	-5	12	2D	12	53	18	24	P	C
Upton, Tlihu	+6	-9	+5	+2/+6	-10	15	SAR5	16	37	38	24	E	?
							FDR5	11	48				
Valdez, Thomas	0	-6	-3	+3/+10	-10	13	---	---	---	---	39	A	?
Vogel, Louise	+6	-6	+2	0/0	-10	11	---	---	---	---	20	P	C
Wagner, Emma	+2	-6	0	+1/+3	-10	11	---	---	---	---	39	I	M
Wagner, Jacob	+6	-2	0	+1/+3	-10	13	---	---	---	---	17	H	M

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPN	BSP	BAC	GR	AG	P	F
Wagner, Kris	0	0	-3	+2/+6	-5	13	2D	7	51	32	40	M	M*+
Wagner, Luke	+4	0	0	+2/+6	-10	15	SAR6	14	46	12	19	H	M
Wainright, Don	0	-3	-6	+1/+3	-5	13	SAR5	9	45	12	37	M	M*+
Wainright, Sandra	0	-9	-6	-2/-3	-10	12	----	----	----	----	32	I	M#
Waller, Monte	+6	0	0	+4/+15	0	17	SAR6	18	65	12	30	H	M*
							15R	5	65				
Walsh, Noah	+2	+2	-9	+1/+3	-10	19	----	----	----	----	36	W	C*
Watkins, Bill	+9	+7	+2	+3/+10	0	16	SCG	12	67	25	37	K	M**
Watkins, Kirby	+2	+2	+2	+2/+6	-10	14	SCG	4	48	----	16	H	M
Watkins, Peg	+6	0	+5	+2/+6	0	13	SCG	8	56	----	34	I	M
Watson, Warren	0	+2	0	+1/+3	-10	13	----	----	----	----	27	P	C*+
Weems, Joe	+9	+10	+2	+3/+10	+2	15	FDR6	22	72	15	31	G	C#
							15R	7	72				
Weir, Abel	+4	+2	+7	+1/+3	-5	14	SAR5	13	50	----	20	W	C*
Weller, Henry	+2	+5	-3	+3/+10	-5	19	SAR6	13	60	9	38	T	M*
Wells, Chandler	0	0	0	+5/+15	-5	12	SCG	5	60	----	50	H	?*
Weston, Skip	+2	0	+15	+2/+6	0	15	SAR6	12	56	----	22	H	C*
Whipple, Maggie	+4	+5	+2	+4/+15	+2	13	2D	13	72	----	33	K	C
Whipple, Teddy	+9	0	0	-2/-3	-10	9	----	----	----	14	24	G	C*+
							9C	0	50				
							6C	-1	56				
Whipple, Tom	+6	+10	+5	+3/+10	+8	12	SAR5	17	78	35	30	K	C**
White, Efron	+2	+5	-9	+2/+6	-10	16	SAR6	12	51	----	32	F	M*+
Wilkie, Norman	+21	+7	+2	+2/+6	+2	13	FDR5	33	65	40	23	G	C*+
Willis, Judson	0	+5	-3	0/0	-5	15	SAR6	8	50	----	31	H	?*
Wilson, Dooley	+4	+10	+5	+1/+3	+8	13	SAR5	13	71	37	40	P	?*
Winston, Dennis	+6	+2	0	+3/+10	-10	15	SAR5	17	52	18	24	C	M*+
Winston, Sherry	-2	-6	-9	-2/-3	-10	13	----	----	----	----	22	I	M
Wong, Charlie	+12	-6	+15	+2/+6	0	13	KN	19	71	----	34	M	M
Wong, Harry	+9	-6	+10	+3/+10	-10	12	KN	17	60	----	15	H	M
Wong, Li	+9	-9	-3	+3/+10	-5	12	----	----	----	----	33	I	M
Yeats, Dudley	+6	+7	0	+1/+3	+6	11	SAR5	15	66	----	39	B	?*
Yeats, Pamela	+2	0	0	0/0	+2	12	SAR5	10	52	----	33	K	?
Young, Angela	+2	-6	0	+1/+3	-10	12	----	----	----	----	33	I	M
Young, Josiah	0	-3	-6	+2/+6	-10	12	DAR5	7	43	----	35	N	M*+
Young, Mark	+2	0	-3	0/0	-10	11	----	----	----	----	15	H	M

KEY: NAME = The character's name. SPD = Speed Ability. GAC = Gun Accuracy Ability. TAC = Throwing Accuracy Ability. BRAVERY = Bravery Speed and Accuracy Modifiers. EXP = Experience Accuracy Modifier. ST = Strength Ability. WPN = Weapon most likely to be used. BSP = Basic Speed with the weapon listed in the WPN column. BAC = Basic Accuracy with the weapon listed in the WPN column. GR = Gambler Rating. AG = Age. P = Profession. F = Faction with which the character is Nominally Aligned. A character may change factions unless he is a candidate (**), a non-resident (#) or a registered voter Firmly Committed to one faction (+).

PROFESSIONS: A = Parson or Priest. B = Bartender or Bouncer. C = Clerk or Bank Teller. D = Doctor or Witch Woman. E = Lawyer. F = Mine Owner or Large Land Owner. G = Gambler or Gunman. H = Hired Hand. I = Housewife or Domestic. J = Banker. K = Saloon, Hotel or Restaurant Keeper. L = Lawman (Marshal or Deputy Sheriff). M = Merchant. N = Newsman. O = Barber. P = Saloon Entertainer (Musician, Singer or Crib Girl). Q = Photographer. S = Schoolmarm. T = Blacksmith. U = Undertaker. V = Cattle Baron or Very Large Land Owner. W = Miner or Prospector.

FACTIONS: C = The Cowboy Faction. M = The Merchants and Townspeople's Faction. * = Registered Voter. ** = Candidate. *+ = Registered Voter Firmly Committed To A Faction. ? = Not Aligned With Any Faction. # = Non-Resident.

WEAPONS: Only Gamblers and Gunmen, Lawmen, Saloon Entertainers and individuals arriving in town from elsewhere in the valley will be armed at all times. Bartenders and Bouncers, Bank Tellers and Clerks, Merchants and those Hired Hands who must leave town as part of their job (Wells Fargo Guards and Drivers, for example) will be armed or have a weapon close to hand while working. In almost all cases, the specific weapon they have available and its location is listed in the description of the character's workplace (see **GUIDE TO PROMISE CITY**). Other NPC's will sometimes keep some sort of a weapon in their homes and this has been noted in the **GUIDE TO PROMISE CITY** where it might be a factor in play. *Except* as noted in the foregoing, no one should be carrying weapons around town.



THE ELECTION CAMPAIGN



The first week of the political campaign is devoted to the completion of voter registration and the selection of candidates for office. The last week of the campaign is devoted to closing election rallies. Election Day is a special final play session. The ten weeks in between are devoted to campaigning. This rules section describes in detail how candidates are selected, what they can do to influence the voters and how to decide who wins the election. Please note that, for game purposes, the week begins on Tuesday and ends on Monday.

THE FACTIONS

There are two main political factions in the game: **THE LAW & ORDER FACTION** and **THE COWBOY FACTION**. The first consists mainly of the merchants and "decent townsfolk," supported by the local ranchers and the large land owners. The second faction consists of many of the local miners, laborers, smaller ranchers (who are often rustlers and gunmen on the side) and the saloon keepers and others who want to see the town kept fairly wide-open and "hospitable."

The **LAW & ORDER FACTION** is demanding stricter and more vigorous enforcement of the law in Promise City and the surrounding area. Among other things, this faction wants to see a number of local "hard cases" (**Mongo Bailly**, the **Koontz brothers**, **Dave Math-er**, **Frank Leslie**, **Curly Bill Brocius**, **Joe Weems** and **Sally Fox**) arrested or removed from the county (with or without a "fair trial"). The **LAW & ORDER FACTION** charges that Cochise County Sheriff **Johnny Behan**, and his representative, **Colin Hunter**, are protecting these men and their friends because they want their support in the upcoming election. This faction is also demanding an end to men going armed in the streets, a 10 pm curfew when all the bars would have to be closed, the removal of the tent city that has been growing up east of town, enactment of a vagrancy ordinance and the licensing of all saloons and other "places of entertainment" as a means of raising revenue.

THE COWBOY FACTION charges that the **LAW & ORDER** people are purposely misrepresenting good men as criminals, that the entire issue is a smokescreen and that the large land owners and ranchers want to use the demand for law & order to run off any competition. Among other things, **THE COWBOY FACTION** insists that **THE SILVERBELL MINING COMPANY** is attempting to force out smaller mining operations in the area and jump the claims of independent prospectors, that **Sheriff Hollister** is conducting a "campaign of terror" against members of the faction and that the **VIGILANTES** (who support the **LAW & ORDER FACTION**) are running wild and are far worse than the common criminals they attempt to punish. The **COWBOY** partisans also charge that the **Shaws**, **Kings** and **Morands** are trying to control the open range and keep other brands off of it.

Each faction consists of a hard core of supporters who are **Firmly Committed** to that side's victory in the election. There are 48 registered voters in Promise City **Firmly Committed** to the **LAW & ORDER FACTION** who cannot be talked or scared out of voting the "straight law & order ticket". There are 40 registered voters **Firmly Committed** to the **COWBOY FACTION**. There are 19 other registered voters **Nominally Aligned** with the **LAW & ORDER FACTION** whose vote *may* change and there are 9 others **Nominally Aligned** with the **COWBOY FACTION** whose vote *may* change. There are 32 registered voters who **aren't aligned** with either faction. Their preference *may change repeatedly* during the campaign. In general, the alignment of non-voters will **not** change (except where such non-voters are married or otherwise closely related to a voter whose alignment changes). The alignments of all of the NPC's in the game are given on the **NPC LIST**.

In general, the GM should make the decisions concerning how a faction operates. However, if one or more players are running for office as part of a faction's slate of candidates, the GM may wish to allow those players to actually run their faction, with the GM playing the roles of the NPC's in the faction (and, in those roles, inputting in the faction's decisions). Whoever controls a faction or independent candidate should also play that faction or candidate's hired gunmen and campaign workers (though the GM may wish to retain some control in that regard).

THE CANDIDATES

There are 7 offices to be filled in the Promise City election in November: the mayor, 5 city councilmen and the marshal. There are no candidates for any of these offices at the beginning of the game. However, both the hard core supporters of the two factions will hold separate meetings during the week to come up with a slate of candidates which that faction intends to support. The members of the faction will then sign the nominating petitions of their candidates and no others. The slates of candidates which are expected to be finalized at these meetings are listed below.

OFFICE	COWBOY CANDIDATE	LAW & ORDER CANDIDATE
Mayor	Hamilton Fisk (50)	Neal Cassidy (57)
Councilman	Evan Adair (50)	Derrick Avery (49)
Councilman	Tector Driscoll (46)	Dr. Jim Eaton (56)
Councilman	Justin Boyer (50)	Bill Watkins (51)
Councilman	Tom Whipple (45)	Frank Condon (52)
Councilman	Burton Lumley (44)	Zebadiah Cook (51)
Marshal	Colin Hunter (41)	Bret Hollister (55)

Each of these men is firmly committed to his faction, will **never** change factions in the normal course of a game and cannot be bought or scared off. At least that's what their supporters believe. The name of each candidate is followed by a number in parentheses. This is the total number of votes that candidate has lined up at the start of the campaign. This number will change during the campaign. However, **all** voters committed to a faction will support **all** of the candidates nominated by that faction, so the minimum number of votes which a candidate can get is equal to the number of voters supporting his faction. The GM will need to keep a record of the number of voters in each faction and of the number of voters supporting each candidate, making changes in these numbers as the game progresses.

The **COWBOY FACTION** meeting is being held at **THE PALACE SALOON (25)** on Wednesday afternoon while most of the supporters of the Bible Circle. The **LAW & ORDER FACTION** meeting is also being held on Wednesday afternoon at the **CHURCH OF GOD** after the Bible Circle meets. Deadline for filing a nominating petition is Friday at noon. Petitions must be filed with Judge **Nat Isby** at his office (13).

The GM may wish to vary the slates of candidates in two ways:

1. He could substitute the names of other NPC's for some of those on the slates.
2. He could allow some of the players to go to the meetings at which the candidates are being selected and attempt to have their own names substituted. Only registered voters can be candidates, but those player characters who find lodging in town can register to vote with Judge Isby any time prior to Friday at noon.

The GM may also wish to allow players to attempt to run for office independent of either faction. However, any player wishing to do so must collect 30 signatures of registered voters who are not firmly committed to either faction on a nominating petition and file it with Judge Isby by noon on Friday of the first Campaign Week. **NOTE:** Collecting signatures involves going door to door throughout Promise City and this is a good way for players to familiarize themselves with the town.

If a player's character is nominated as part of a faction's slate, he automatically starts out with a number of votes equal to the number of voters committed to his faction (40 if part of the **COWBOY FACTION** slate; 48 if part of the **LAW & ORDER FACTION** slate). The GM should roll d10 and add the resulting number of votes to those already committed to the player character. These additional votes represent persons who "like the stranger's look" and will vote accordingly. If a player's character runs for office as an independent, he starts out with a number of votes equal to the results of a d10 die roll. No voters committed to a faction will ever vote for an independent unless he has been endorsed by an organization associated with that faction. See **ENDORSEMENTS AND PRESS SUPPORT**.

THE CAMPAIGNS

In order to win in the November election, the candidates for marshal and mayor must capture a majority of the votes (75 of 148 possible, not counting newly-registered player character voters). If the faction candidates and one or more independents should split the vote for one of these offices without anyone gaining a majority, then a special runoff election must be held a week after the regular election with the two men who got the most votes as candidates. In the election of council members, the five candidates with the largest number of votes are automatically elected to city council. Each voter gets to vote for five men for council. Therefore, it is possible for some council members to be elected who did not get a majority of the votes cast.

Candidates gain votes by campaigning. In order to conduct a campaign, a candidate must have a **Campaign Headquarters**, some **Campaign Workers** and **Campaign Funds** with which to pay expenses. Any candidate lacking one or more of these elements during a week will be restricted in what he can do that week. Campaigning consists of attending **Rallies**, making **Speeches** and **Public Appearances** and getting **Endorsements** and **Press Support**. Other campaign functions (in which the candidates are not directly involved) are listed in the **COSTS** section of these rules. At the end of each week, the GM consults the **GUIDELINES** listed under **ISSUES & EVENTS** to determine how the week's campaign activities have affected the voters.

EXPENSES

Campaigning costs money and the candidates will have to have some source(s) of income with which to pay expenses over and above their living expenses. There are three main sources of campaign funds: **Donations**, **Contributions** and **Private Funds**. They are discussed below. Following the section on sources of campaign funds is a description of items on which those funds can be spent. The GM should maintain a running tally of the money available to each candidate and should indicate its location (in a bank or safe, on the candidate's person, etc.).

DONATIONS: A prime source of campaign funds is individual donations from the candidate's supporters. In general, the amount an individual donates to a candidate's campaign will be determined by the individual's alignment. Those committed to a faction can be approached for donations two times during the campaign and will, on each occasion, donate 2d10 dollars to the Campaign Fund for their faction. They will not donate money to individual candidates

(including candidates of their own faction). Individuals not committed to either faction, but leaning toward one faction will donate d10 dollars to that faction once during the campaign. Roll percentile dice whenever such persons are approached to donate. On a roll of 25 or less they will donate that week. On any other die roll, they will not donate that week, but they may be approached to donate on any succeeding week. Once a character has donated to a faction, he may not be asked to donate to that faction again. He may be approached to donate to the other faction if his nominal alignment changes. Non-aligned persons may be approached by any candidates (whether part of a slate or independent) to make a contribution to that individual's campaign. They will do so on a percentile roll of 10 or less (donating d10 dollars). Each candidate may take only one contribution from each non-aligned person (though he may make any number of unsuccessful approaches to the individual). **NOTE:** All money figures should be doubled if the individual being approached is particularly wealthy. Those likely to donate more include: saloon keepers, mine owners, owners or operators of large businesses employing three or more people (the lumber yard, the ice house, et al), bankers, owners of large cattle ranches, etc. All adults (whether or not they are registered voters) may be approached for donations.

Faction candidates may use the money in their faction's Campaign Fund each week according to the importance of the office for which they are running. Each candidate for city council may spend 10% of his faction's available funds. The candidate for marshal may spend 20%. The candidate for mayor may spend 30%. These percentages apply only to faction funds available after faction-sponsored rallies have been paid for. The GM decides the details (including time, place and amount of funds to be expended) for faction-sponsored rallies.

CONTRIBUTIONS: The second major source of campaign funds is contributions from organizations. The **SULPHUR SPRING CATTLEMEN'S ASSOCIATION** (chaired by **Forest Morand** and including **Anse** and **Ashley King**, **Forest**, **Tempel** and **Zachary Morand** and **Emery** and **Humphrey Shaw** among its members) will donate 3d10 dollars per week to the Campaign Fund of the **LAW & ORDER FACTION** in addition to making an initial contribution of \$100 to help kick off the campaign. The **CHURCH OF GOD WEDNESDAY AFTERNOON BIBLE CIRCLE** will provide 2d10 dollars per week in contributions to the **LAW & ORDER FACTION**. The **PROMISE CITY BOOSTERS** the **COWBOY FACTION**'s answer to the **LAW & ORDER**-dominated **CIVIC ASSOCIATION** will contribute 4d10 dollars per week to the **COWBOY FACTION** plus \$300 in "seed money" to start the campaign. Independent candidates may approach the **CATTLEMEN'S ASSOCIATION** and the **BIBLE CIRCLE** for contributions, but not the **BOOSTERS**. There is a 20% chance (modified by the GM's appreciation of how these groups are likely to react to the candidate's positions) that a candidate will receive d10 x 10 dollars from the **CATTLEMEN'S ASSOCIATION** and d10 x 5 dollars from the **BIBLE CIRCLE**. Each independent candidate may approach each organization for a contribution one time only (whether successful or not). Such requests for funds may only be made as part of a speech to a special meeting of the organization being solicited.

PRIVATE FUNDS: Candidates may always spend their own money on their campaigns and, in fact, some of the candidates are wealthy enough to spend quite a lot of money campaigning without ever having to ask for donations or contributions. The amount of money which each candidate on the faction slates will bring to his individual campaign is listed below: **Hamilton Fisk** = \$250; **Neal Cassidy** = \$300; **Evan Adair** = \$350; **Derrick Avery** = \$50; **Tector Driscoll** = \$50; **Jim Eaton** = \$100; **Justin Boyer** = \$150; **Bill Watkins** = \$100; **Tom Whipple** = \$200; **Frank Condon** = \$350; **Burton Lumley** = \$200; **Zebadiah Cook** = \$100; **Colin Hunter** = \$100; **Bret Hollister** = \$100. Candidates will never donate money to any Campaign Fund except their own. Whenever NPC's other than those listed above run for office or whenever player characters newly-arrived in Promise City run for office, the GM must make an appraisal of how much money they can bring to their campaign. As a guideline, small merchants, hired hands and prospectors will be able to expend \$50 or

less. Hotel keepers and more prosperous merchants will have \$100 to spend. Saloon keepers will have \$200 and up. Only large land owners, mine owners and successful gamblers will normally have more than \$250 and no one will have more than \$500 to spend on a campaign.

The Campaign Fund of the **COWBOY FACTION** will be held by Evan Adair who will keep it in his safe at **THE PALACE SALOON (25)**. The Campaign Fund of the **LAW & ORDER FACTION** will be held by Frank Condon in **CONDON'S BANK (40)**. Individual candidates will usually keep their personal Campaign Funds together with those of their faction. Independent candidates must make their own arrangements for setting up and securing a Campaign Fund.

COSTS: All goods and services which the candidates desire to use in their campaigns must be paid for on a cash and carry basis except where the candidate has made arrangements in advance for some sort of credit. Credit will only be extended to prominent NPC's (never to player characters not on the **NPC LIST**). Bills for manual labor and similar services contracted for on credit will be presented for immediate payment a week after the debt was incurred. Bills for goods will fall due on the tenth day of the month following that in which the goods were delivered. Failure to pay a bill for goods or services when it is presented will result in the candidate being unable to make any future purchases on credit except from close friends and associates. Credit will never be extended from a committed member of one faction to a candidate of another faction.

Only goods and services likely to be available in Promise City may be purchased by the candidates. These are listed (together with sample prices) in the **GUIDE TO PROMISE CITY**. Below is a list of sample campaign activities together with their suggested cost:

1. BUYING A ROUND FOR THE BOYS: Once each week, a candidate may want to make the rounds of the saloons in Promise City, chatting up the voters and buying one or more rounds of drinks for the house. If a saloon is friendly and the candidate visits there often, the cost of this generosity may be "put on the candidate's bill" (for later collection). If the saloon is "enemy territory" (is owned and operated by or is a hangout for members of the rival faction), there is a potential (usually 5% or less) for a violent encounter. It costs an average of \$25 to make the rounds of the dozen saloons in Promise City (or about \$2 per saloon).

2. CANVASSING THE TOWN: Three times during the campaign, each candidate may send out volunteers to canvass for votes by going door-to-door and asking the voters individually to vote for their candidate. It will take four or five workers to canvas all of Promise City in one day. Since the workers will be volunteers from the candidate's faction, there will be no cost. However, each volunteer must be equipped with a stack of the candidate's literature (in the form of handbills). These can be printed at **THE PROMISE CITY HERALD (54)** and all printing costs are listed in the entry for that building in the **GUIDE TO PROMISE CITY**.

3. PUTTING UP BROADSHEETS: At any time during the campaign, the candidate may have campaign posters (in the form of broadsheets) printed up to advertise his candidacy and get his position across to the voters. It will be necessary for a team of volunteers to go around and physically put up the posters with nails or glue. Broadsheets can be printed at **THE PROMISE CITY HERALD (54)** and their cost is given in the entry for that building in the **GUIDE TO PROMISE CITY**. The volunteers will have to get permission to put up posters and it may be necessary, in some cases, to bribe the owner of a choice site (at a cost of d10 dollars) to get permission. Those committed to a candidate's faction will **always** allow him to put up a broadsheet (free). Those committed to the rival faction will **never** let the candidate put up a broadsheet (even for a bribe).

4. RUNNING RALLIES: Rallies are the most costly and most effective way of swaying votes. Each faction will hold a kick-off rally during the second week of the game and a closing rally during the last week. These will be paid for out of the faction's Campaign

Fund and all of the faction's candidates will be represented. In addition, each candidate may hold two rallies of his own during the campaign. These may be as simple or lavish as desired, but the more money the candidate spends on the rally, the more votes he will garner. Rallies may be held outdoors only with the permission of the **CIVIC ASSOCIATION**. If held outdoors, the cost of a hall will be saved (and more people will be accommodated). The cost of running a large rally at which a steer is roasted, free drinks are provided and live entertainment is presented to a crowd of 75-100 people will be \$150+. The GM may wish to use a base figure of \$2 per person to determine the cost of rallies or he may want to let players actually determine what they need and purchase it from the local merchants at the prices given in the **GUIDE TO PROMISE CITY**. Outdoor rallies may require the erection of a scaffolding or tables which will, in turn, require the purchase of lumber and the payment of workers to build them. A 30 foot trestle table would cost \$10-12 and a scaffold would cost \$25. Some of the costs of a rally may be defrayed by the donation of food, a hall or other materials (or even labor) by persons committed to the same faction as the candidate holding the rally. The GM should increase or decrease the number of votes gained at a rally by a percentage equal to the difference between the "average" cost given here and the actual amount expended on the rally. Thus, if \$2.50 per person is spent, 25% more votes should be gained by the rally. However, a candidate cannot gain more votes than there were undecided voters in attendance at his rally.

5. SPREADING RUMORS: It is always a good idea to spread rumors about opposing candidates. These may or may not have any foundation in fact. However to insure that they are properly disseminated, it is necessary for the candidate to get individuals not directly connected with him to spread them around. This will almost always require the payment of fairly substantial sums of money to the person(s) selected to spread the rumor. **Only** persons not committed to either faction may spread rumors and they will want d10 dollars in advance for each rumor spread.

6. HECKLING THE OPPOSITION: In most cases, it will not be necessary to pay anyone to heckle the opposing candidate since there are bad hombres attached to both factions who would delight in doing so for free. However, independent candidates may want to hire (preferably well-armed) hecklers at d10 dollars each.

7. TAKING OUT NEWSPAPER ADS: Candidates may wish to go to the electorate in print to explain their views and the prices of ads in the **PROMISE CITY HERALD (54)** are listed in the entry for that building in the **GUIDE TO PROMISE CITY**.

8. HIRING GUNMEN: Both factions and all independent candidates will wish to hire gunmen to protect candidates and property and make it rough on the opposition. The **USING MUSCLE** portion of this section discusses the pay and duties involved.

Campaign Headquarters and Political Workers

Candidates running as part of a slate will have access to the headquarters of their faction. The **COWBOY FACTION** is headquartered at **THE PALACE SALOON (25)**. The **LAW & ORDER FACTION** is headquartered at **CASSIDY LUMBER (60)**. Any independent candidate will have to set up his own headquarters where he can store campaign literature, accept delivery of the goods he orders, have messages taken and have his campaign workers assemble for instructions before rallies or other activities. The two main requirements for a Campaign Headquarters are that it contain some storage space and that someone friendly to the candidate be there at all times. A headquarters may be rented or its use may be donated by one of the candidate's supporters. However, if the candidate loses the use of a headquarters (through its destruction, his failure to pay the rent or some other cause), his campaign will be disrupted. He will not be able to put up posters, canvass for votes, place newspaper ads, hold rallies or do anything else requiring a

campaign organization during the succeeding week. He can still make personal appearances.

Political workers are volunteers who agree to pass out literature, solicit votes and do other routine chores for the candidate. They will usually be teenagers or females. Faction candidates may recruit campaign workers from among those committed to or nominally aligned with their faction. Independent candidates may recruit campaign workers from among those who are not committed to a faction. The candidate or his representative must have a conversation with any potential worker and the GM must then determine the person's reaction to the recruiter. Reactions are determined by a percentile dice roll. Persons committed to a faction will work for that faction's candidates on a roll of 75 or less. Persons aligned with (but not committed to) a faction will work for that faction's candidates on a roll of 50 or less and for an independent on a roll of 25 or less. Non-aligned persons will work for an independent candidate on a roll of 50 or less. **Only** one attempt may be made by each independent candidate or faction to recruit a particular individual during a single week. Any number of attempts may be made during the campaign. Workers may not be recruited if this would conflict with their regular jobs (e.g. a candidate can't recruit a miner to canvass during his work day). A candidate without sufficient campaign workers (in the GM's judgement) may **not** canvass, pass out posters, run rallies or perform other functions for which he hasn't sufficient workers.

Rallies, Speeches and Public Appearances

Whenever a candidate appears in public, there is a chance that he will affect the votes of one or more persons. There are three types of public contact which will have an effect on the election: Rallies, Speeches and Public Appearances. A Rally is a party of sorts organized on behalf of the candidate. A Speech is a formal statement of the candidate's beliefs given before an organized group. A Public Appearance is any other contact the candidate has with the voters (including going door to door to speak with them, buying rounds of drinks in the saloons, etc.). Rallies cost money, but have the greatest potential impact on the election. Speeches have little direct impact, but can be a source of special contributions and endorsements. The GM must decide the effects of most types of Public Appearance, though some are discussed in these rules. The consequences of Rallies, Speeches and Public Appearances in general are discussed in the **GUIDELINES** portion of the **ISSUES & EVENTS** section.

Endorsements And Press Support

The **CATTLEMEN'S ASSOCIATION** and the **PROMISE CITY BOOSTERS** will each endorse all of the candidates of the **LAW & ORDER** and **COWBOY** factions (respectively) at the beginning of the campaign. They will not, in the normal course of events, endorse any other candidates. However, should one or more of their endorsed candidates withdraw (or die), they may endorse an independent candidate for the same office. Independent candidates endorsed by these organizations immediately gain the votes of all committed members of the faction with which the organization is associated and, in all other ways, gain the benefits of being a faction candidate while retaining their independent status. Endorsed independents can, thus, recruit campaign workers from among both committed and uncommitted persons. They are treated as faction candidates when that is to their advantage and as independents when that is to their advantage. They cannot, however, use faction Campaign Funds to pay their expenses. Candidates gain the endorsement of an organization by speaking to a special meeting of the organization and asking for their endorsement. There is a 90% chance that he will get the endorsement if he is the only candidate other than the opposing faction candidate for the office. Decrease this chance by 10 for every issue on which the candidate is not in agreement with the organiza-

tion and by an additional 10 for each independent candidate other than himself running for the office. A candidate may only attempt to gain each organization's endorsement once during the game. An independent candidate who has been endorsed by one organization will never be endorsed by the other.

THE PROMISE CITY HERALD (54) will make no endorsement at the beginning of the game. However, if the editor, **Parker Baxter**, becomes committed to a faction, the paper will automatically endorse that faction's candidates. Otherwise, the paper will endorse a mix of independents and candidates from both factions chosen by the GM. The **HERALD** will make no endorsements of any kind until the last week of the campaign. **NOTE:** The GM may want to use the powerful **HERALD** endorsement to encourage reasonable behavior during the campaign since candidates tied to murder, dishonesty, crooked politics, etc. will not find favor with the idealistic Mr. Baxter and he will be loath to support anyone who is flagrantly on the wrong side of law and morality.

Using the Power Of Government

Only the **CIVIC ASSOCIATION** can grant permission for public gatherings (rallies and the like). Any unauthorized gathering will be broken up by **Marshal Hollister** on behalf of the Association. Since the **LAW & ORDER FACTION** controls the Civic Association, they will not usually grant permission for outdoor rallies on behalf of **COWBOY FACTION** candidates. This tendency will be tempered to a certain extent by a desire not to appear too partisan in the eyes of the uncommitted (especially those of Parker Baxter). There is a 30% chance that the Association will allow an outdoor **COWBOY FACTION** rally, an 80% chance that they will allow an independent candidate's rally and a 100% chance that they will allow a **LAW & ORDER FACTION** rally.

The town marshal will also show the same partisanship as the **CIVIC ASSOCIATION** which hired him. He will not permit the plastering of **COWBOY FACTION** broadsheets or handbills on any public buildings (but will let the **LAW & ORDER FACTION** to post bills). He will also break up any informal gatherings of more than half a dozen members of the **COWBOY FACTION**, but will allow the **LAW & ORDER FACTION** members to gather on the streets at will. More importantly, Marshal Hollister will make no attempt to investigate vandalism directed at **COWBOY FACTION** members who advertise their beliefs (by allowing their faction's broadsheets to be posted on their buildings, for example). However, any such vandalism directed at **LAW & ORDER** people will be vigorously investigated and punished.

Sheriff Hunter's jurisdiction inside Promise City is limited and he will be unable to do much officially to protect the members of the **COWBOY FACTION** from Hollister. He can, however, arrest anyone who is actually committing a crime in his presence and will use this power to keep some of the tougher-minded members of the **LAW & ORDER FACTION** in line.

Using Muscle

Both factions will use strong arm tactics to help win the election whenever they think that they can get away with it and gain some small benefit. Independent candidates may use strong arm tactics as well, but run the risk of alienating that element of the electorate who want to see Promise City a peaceful place and don't like either faction precisely because of their tendency to use violence.

Each faction will, during the campaign, hire from one to five gunmen to do nothing but protect their candidates and headquarters and muscle the opposition. These men will be hired from among the available NPC's (causing other jobs to open up in some cases) or from among the players' characters. Pay will be \$30 per week on

average, but will vary according to abilities. The prime candidates for such jobs will be the many gamblers who work the local saloons, but most of them will be committed to the **COWBOY FACTION** and will not work for the opposition. An independent candidate may hire one or more gunmen as bodyguards or bully boys, but will have to meet or exceed the \$30 average "going rate" for even the worst applicants since working for an independent will be more dangerous than working for a faction.

The actual methods of strong arming the opposition will vary with the ingenuity of the players, but some examples of activities which fall under this heading are given below.

1. BULLYING OPPOSITION WORKERS: The candidates' gunmen may accost the opposition's campaign workers and attempt to scare them into inactivity or humiliate them as an example to others. Such bullying might include, tearing up campaign literature or broadsheets, making the worker "dance" to the tune of their six-shooters, making him recite an unflattering series of statements regarding his (or his candidate's) heritage, destination and personal habits or just about anything else you can think of short of killing or maiming the worker.

2. DESTROYING OPPOSITION PROPERTY: The candidates' gunmen may select a time when they can work without too many witnesses and attempt to wreck the opposition campaign headquarters or damage the property of supporters or candidates of the opposition. This activity will usually be best executed at night, in which case the following rules are in effect:

- a. All movement rates **except** those for crawling and walking are halved.
- b. Characters can identify (and shoot at) a target by moonlight at a maximum distance of 60 feet. If the target is near a good light source (lantern, gas light, etc.) this range is **doubled**. If there is no moon and the target is not near a light source, the range is 12 feet (two squares).
- c. Characters firing from darkness, unless previously observed, **always** have complete surprise on their first shot (**only**).
- d. The chance to hit a target that is not near a light source is -20 on moonlit nights and -30 on moonless nights.

3. COLLECTING DONATIONS: The candidates' gunmen can be sent out to collect donations from unaligned persons or persons committed to the opposition. In such cases, outright threats will seldom be made, but subtle bullying is permissible. The effect of such bullying depends on the **BRAVERY** of the person being bullied (usually a merchant in his store). The GM adds together both of the **BRAVERY** modifiers of the victim and rolls 2d10. If the result is **greater** than the victim's combined **BRAVERY** modifiers, the victim is properly intimidated and will make a contribution of 2d10 dollars. Otherwise, the victim will simply refuse to be intimidated. Only one "donation" of this type may be collected from each character and this tactic may not be used on persons who are nominally aligned with the same faction as the candidate whose gunmen are making the collection. Once this sort of "donation" has been collected from a person, that person will not voluntarily donate money to the faction or candidate whose gunmen collected from him.

4. PROTECTING OR DISRUPTING RALLIES: One of the prime duties of a candidate's gunmen will be to see that his rallies are not disrupted while going to other rallies and disrupting them by starting fights, heckling speakers, ruining the food, or anything else short of outright murder. Once gunmen start disrupting a rally by any means other than simply heckling, the persons in attendance at the rally will start to leave as rapidly as possible at the rate of 10 persons making their exit every 10 seconds. If a fight actually starts (someone gets called out or takes a swing at another character), this will increase to 3d10 persons per 10 second turn. Those with combined **BRAVERY** modifiers greater than 8 will stay and participate in any fighting. Once the fighting is over, 50% of those who left the

rally will return if the rally is still in progress. However, if it is a **COWBOY** rally, there is a 60% chance that Marshal Hollister will send everyone home after a fight, using it as an excuse to break up the rally.

Using muscle will result in some change in voter attitudes and these are discussed in the **GUIDELINES** portion of the **ISSUES & EVENTS** section.

ELECTION DAY

The Election Day session can be played out in one of two ways:

1. The GM can simply tally the votes attained by the candidates and announce the winners.
2. The GM can require that the players actually play out the Election Day events hour by hour.

BALLOTS & BULLETS campaign module is designed to include Election Day as a separate play session and the campaign is most satisfactory when played that way. When this option is used, the final session can be broken down into three parts: Casting the Votes, Counting the Votes and The Outcome.

Casting the Votes

Judge **Nat Isby** is charged by the governor with supervising the election and he will be on hand during the last week of the campaign to oversee the casting of ballots just as he was on hand during the first week to complete voter registration and accept nominating petitions. The polling place will be the new **TOWN HALL AND CIRCUIT COURTHOUSE (12)** unless that building has been somehow damaged or is not finished. The **COMMUNITY SCHOOLHOUSE (63)** serves as an alternate polling place if the town hall is not available. In addition to Judge Isby, **Dennis Winston** will be present to check the voting rolls and both factions will have two or more "poll watchers" present, chosen from the ranks of their hired gunmen or from among the most dangerous fighters in the faction. The polls will be open from 9 am until 5 pm.

Marshal Hollister will be patrolling the streets all day while the polls are open and he will be assisted by three to five temporary "special deputies" assigned to make sure that political passions stay under control. He will choose these deputies from among the employees and supporters of the **LAW & ORDER FACTION**.

As election day will be a public holiday, all stores and businesses except saloons and other places of entertainment will be closed.

Candidates cannot hold rallies, put up broadsheets, have any campaign literature passed out, canvass for votes or engage in any other "formal" campaigning on Election Day. However, they may (and most will) make the rounds of the saloons, buying one or more rounds of drinks for the house. They may also use campaign workers to deliver gifts of clothing, food, liquor or even money to undecided voters as a "token of the candidate's gratitude for your continuing support." For each such present worth \$3 or more, the GM rolls d10. On a roll of 1 through 5, the object of this crude form of vote buying will vote for the candidate. On a roll of 6 or 7, he will remain undecided. On a roll of 8 through 10, he will resent the implied bribe and vote for an opposition candidate. Only one "vote buying" attempt may be made per person by each faction or independent candidate. Any such attempts by a faction will result in the person voting for or against all of the faction's candidates.

Candidates may also attempt to use muscle in the form of threats (or even kidnapping potentially hostile voters) to influence the vote, but such tactics must be used with discretion. There is a 60% chance that

any public intimidation of a voter will result in the arrival within 5 to 10 minutes of 10 armed supporters of rival candidates or factions anxious to support the right of free men to choose their government without interference. All gun-owning male citizens of Promise City of 18 years and older (including those who do not normally carry their guns) will be armed on Election Day.

A total of 15 voters per hour will cast their votes with any and all remaining votes being cast during the last hour the polls are closed. Voting is by filling out a secret ballot and placing it in a locked wooden ballot box. Part of Dennis Winston's job is to explain the ballot to illiterate voters. It is permissible for candidates to pass out sample ballots with "x's" marking their names, but those passing out such ballots must be at least 60 feet from the door of the polling place.

Counting the Votes

As soon as the polls close, **Winston** and **Isby** will close the polling place, carefully locking all doors and windows, and will go out for some dinner before counting the votes. They will return at 7 pm,

accompanied by one representative each of the **CIVIC ASSOCIATION** and the **PROMISE CITY BOOSTERS** (present at Isby's invitation). These four men will then tally the votes behind the locked doors of the polling place. This will take about an hour. At 8 pm, they will announce the results of the election at the front door of the polling place to whomever is present.

The Outcome

Ties for the offices of mayor and marshal are decided by a runoff election one week after the regular election is held. It will usually be unnecessary to decide ties for a council seat unless the candidates tied for fifth place. In this case, a runoff is held the following week between the two candidates who were tied. Votes for candidates who have died during the campaign are not counted. Only the votes of candidates who were alive when the doors to the polling place were locked so that the votes could be counted can be elected. If a candidate is killed after this time, he can still be elected and a special election will have to be held at some time in the future to fill his vacant office.

ISSUES AND EVENTS

The final tally announced on election day will be the result of a variety of factors, most resulting from the players' actions, but some entirely under the GM's control. Every public event in Promise City and the surrounding area will have some impact on the voters, causing some to become committed to a faction they were only nominally supporting, others to join a faction or switch factions and still others to support a particular candidate, regardless of faction. Keeping track of the evershifting pattern of votes and alignments during play would be difficult (if not impossible). Therefore, all effects which the game's events may have on the opinions and attitudes of NPC's are calculated at the end of each weekly session. These effects are left entirely to the discretion of the GM. However, to help him decide how to evaluate the effects of each session of play, a **GUIDELINES** section is included below.

Some of the players' actions may get so out of hand as to play havoc with the campaign itself (for example, methodically gunning down all of the opposition candidates). The **CONSEQUENCES** section is concerned with techniques the GM can use to keep the players from engaging in wholesale slaughter by placing realistic consequences upon such slaughter. The three main agents of these consequences will be **THE ARMY**, **THE ARIZONA RANGERS** and **THE VIGILANTES**, all of which are described under **CONSEQUENCES**.

Finally, the **SCENARIOS** section contains seven sample events which could take place in a **BALLOTS & BULLETS** game. These may be played out as separate adventures or the GM may wish to arrange for these or similar events to actually occur in his campaign.

GUIDELINES

To determine how many votes a candidate gained as a result of campaign activity during the week, add the following numbers:

-1 For each saloon in which the candidate did not buy one or more rounds of drinks for the house during the week.

+10 If the candidate's campaign workers canvassed the town during the week.

+1 For every 20 broadsheets posted in the town center (the area of the **MAP OF PROMISE CITY** inside the dashed line).

+2 If the candidate ran an ad in **THE PROMISE CITY HERALD** during the week.

-5 For each rumor spread about the candidate during the week.

+1 For every 2 voters not committed to a faction who attended a rally for the candidate during the week. Voters who left the rally permanently as a result of someone disrupting it do not count when determining attendance.

+1 For every 5 voters not committed to a faction who attended a faction rally at which the candidate was a speaker. Voters who left the rally permanently as a result of someone disrupting it do not count when determining attendance.

-1 For every 2 voters who heard someone heckle the candidate while he was speaking at a rally. If the heckler was successfully thrown out of the rally, this is reduced to -1 for every 5 voters who heard the heckling.

-2 If property belonging to the candidate's supporters was damaged or destroyed during the week under circumstances in which it seems likely that the destruction was politically motivated. Ignore this loss if the culprits (or persons believed to be the culprits) have been caught and arrested.

-3 For each incident in which the candidate's campaign workers were successfully bullied by supporters of another candidate. "Successfully" in this case means that the bullies went unmolested or won any fight which may have broken out as a result of their molesting the worker.

-3 For each of the candidate's supporters who was forced to make a donation to an opposing candidate during the week.

+1 For each public appearance other than those connected with rallies or buying drinks which the candidate made during the week. This includes attending any sort of organized activity (church meetings and Sunday school included) or having a political discussion around a cracker barrel at the general store, but does not include non-political appearances as part of the candidate's daily routine going to work or having breakfast at the cafe, for example).

+20 If the candidate is endorsed by the **PROMISE CITY HERALD** during the week.

The resulting number is the tally of votes the candidate can add or subtract from his total. A faction candidate can never have fewer votes than there are voters committed to his faction and any losses that would drop the number below the number of voters in his factions are ignored.

The number of votes a candidate has is a result of campaigning and is only indirectly affected by the alignments of individual voters. The factions to which voters belong and the depth of their commitment to those factions is not affected by campaigning as such. Instead it is influenced by the more general events occurring during the week. At the end of each week, the GM should decide which voters, if any, have changed their alignment or become committed to the faction they were previously nominally aligned with. The number of persons affected will be a direct result of the week's events and can be determined according to these guidelines.

1. Whenever a **COWBOY FACTION** rally is broken up by Hollister or when permission to hold the rally is denied by the Civic Association, d10 previously nonaligned voters become nominal supporters of the **COWBOY FACTION**.
2. Whenever a faction candidate or independent supported by the faction is attacked by anyone identified with the opposition, d10 previously nonaligned voters become nominal supporters of that faction. If the candidate is seriously hurt, 2d10 voters are affected. If the candidate is killed, 2d10 previously nonaligned voters join the faction and d10 nominal supporters of the faction become committed supporters.
3. Whenever members or employees of a faction bully opposition campaign workers or are suspected of vandalizing opposition property, 1 nonaligned voter per incident joins the opposing faction as a nominal supporter and one nominal supporter of that faction becomes a committed supporter.
4. Whenever members or employees of a faction forcibly extort (or attempt to forcibly extort) donations from a member of the opposition or nonaligned person, 2 nonaligned voters become nominal supporters of the opposition and 2 nominal supporters of the opposition become committed. Only four voters change alignment or degree of support each week, no matter how many donations are extorted during the week, however.
5. Whenever a faction supporter is arrested in what appear to be arbitrary or unjust circumstances, one nominal supporter of each faction becomes a committed supporter.
6. Whenever anyone is arrested for what appears to be good cause, one nonaligned person becomes a nominal supporter of the faction supporting the lawman who made the arrest. If the person arrested was a faction member, one nominal member of that person's faction becomes committed to the faction.
7. Whenever a faction supporter other than a candidate is killed or seriously hurt by anyone identified with (or suspected to be part of) the opposing faction, 2 nonaligned persons will become nominal supporters of the victim's faction.
8. Whenever a non-political crime is committed in Promise City or vicinity, 1 previously nonaligned person joins the **LAW & ORDER FACTION** or one nominal supporter of that faction becomes a committed supporter (GM's choice).

These examples should not only cover many of the most common incidents in the campaign, but should help the GM decide how to handle some of the really bizarre events that will turn up. It will sometimes happen in particularly violent campaigns that the total of votes committed to each faction and of votes gained by an independent candidate will exceed the number of registered voters on the rolls. In such cases, the independent loses the number of votes in excess of the number of registered voters on the rolls. Independent candidates cannot have votes greater than the difference between the number of registered voters and the number of votes committed to the two factions. Similarly, faction candidates cannot have more votes than are available in their faction plus this difference.

THE ARMY

Whenever more than 4 candidates or more than 40 local citizens (including candidates) have been killed or seriously wounded during the campaign, the GM may, at his discretion, begin checking for the arrival of the U.S. Cavalry at the end of each succeeding campaign week. Each check consists of a percentile dice roll modified by the addition of the number of casualties suffered so far. If this modified number equals or exceeds 100, Judge Isby has become disgusted with the violence in the area and has requested a detachment of cavalry to keep order. The next week, a troop of 20 U.S. Cavalrymen plus **Sergeant George Ball** and **Lieutenant Oscar Gamble** will arrive in town. Once the troopers arrive, martial law will be declared. The sheriff and the marshal will be stripped of power, the lieutenant will take over the town administration from the **CIVIC ASSOCIATION** and the troopers will begin patrolling the streets in pairs day and night. There will be a dusk to dawn curfew. Any violence or major criminal actions committed while martial law is in effect will be tried by a military court at Fort Huachuca. The cavalrymen will have the characteristics listed on the **TROOPER & RANGER TABLE**.

The U.S. Cavalry will remain in Promise City until the end of the political campaign. Once the election is over, they will depart.

THE ARIZONA RANGERS

Instead of calling in the cavalry, the GM may choose to bring the Arizona Rangers into the game whenever the cavalry are scheduled to arrive. If the Rangers enter the game, a troop of half a dozen of them will arrive in Promise City. This troop will include the persons listed on the **TROOPER & RANGER TABLE**.

Roscoe Bindler is troop commander. Unlike the cavalry, the Arizona Rangers will not declare martial law. However, Bindler and his men will supplant the town marshal (who will retain his job at full pay but have no authority) as the keepers of the peace. They will patrol the streets in pairs both day and night. They will favor no faction or candidate. They will remain in Promise City for the rest of the game. If 2 or more Arizona Rangers are killed, the U.S. Cavalry automatically arrives the next week and both the cavalry and the Rangers share the patrolling of the town until the election is over.

THE VIGILANTES

The following individuals are members of the Promise City Vigilance Committee: **Rudy Baines, Carl Berman, Alton Boyd, Hannibal Brown, Mathias Dandoy, Patrick Enion, Coolie Fagen, Roger Fly, Fred Giesler, Dick Hammer, Boston Harker, Earl Hogan, Bif Johnson, Kevin Kelly, Zachary Morand, Chuck Nevers, Eddie Palmer, Cole Rixton, Ike Sherman, Ray Singer, Eric Lee Smith, Don Wainright, Efron White and Josiah Young**. When acting on behalf of the committee, they will wear masks to hide their identity (although the identities of the members of the committee is common knowledge). The committee will operate throughout the game unless either the Arizona Rangers or the U.S. Cavalry is in town. Once either of these groups arrives in Promise City, the Vigilance Committee will cease to operate for the rest of the game.

The vigilantes will act only at night. They usually gather at the O.K. Corral and proceed from there to wherever a particular night's work takes them. The committee will react to the following types of crimes: cattle rustling, horse theft, murder, arson, theft, molesting a lady, cheating at cards, poisoning wells, claim jumping, jailbreaks, selling bad whiskey, assaulting a citizen and vandalism. There is an 80% chance that anyone spotted near the scene of a crime or otherwise considered a logical suspect will be assumed by the vigilantes to be guilty. This chance is reduced by 10 for each prominent citizen or committee member willing to speak up for the accused.

If the vigilantes decide that a person is guilty, the GM rolls percentile dice and checks the **PUNISHMENT TABLE** to find the vigilantes' reaction.

PUNISHMENT TABLE

DIE ROLL

REACTION

01-20	Tell person to leave town within 24 hours
21-40	Take person's property & tell to leave town
41-75	Beat Person unconscious & tell to leave town
76-00	Hang or shoot person

The GM should add 10 to this dice roll if the person the vigilantes are after is part-Mexican or part-Indian or if the person is closely associated with Mexicans or Indians. He should add 20 if the person they are after is a full-blooded Mexican or a Chinese. If the crime the person is accused of committing resulted in anyone being seriously hurt, add 20 to the dice roll. If anyone was killed, add 40. If a particularly upstanding, well-liked or defenseless citizen was seriously hurt or killed, the vigilantes will automatically hang their victim.

The vigilantes will never avenge crimes directed against Chinese, Indians, Mexicans or blacks. If the punishment decided upon is hanging or shooting, there is a 40% chance that the vigilantes will be willing to storm the jailhouse to get their hands on their victim. This chance is increased by 20 if the victim is a member of the **COWBOY FACTION**. There is a 70% chance that Marshal Hollister will hand over his prisoner when confronted by a necktie party of vigilantes. The vigilantes will never try to exact punishment against supporters of the **LAW & ORDER FACTION** and will punish crimes against committed members of the **COWBOY FACTION** only 5% of the time.

The Arizona Rangers automatically arrive in town the next week if, at any time, Marshal Hollister turns a prisoner over to the vigilantes. If the Rangers arrive, the GM should not roll for U.S. Cavalry intervention. Instead, the Cavalry arrives if 2 or more Arizona Rangers are killed.



TROOPER & RANGER STATS

NAME	SPD	GAC	TAC	BRAVERY	EXP	ST	WPON	BSP	BAC	GR	AG
Lieutenant Gamble	+9	+15	-9	+5/+15	+2	15	SAR6	22	82	10	26
Sergeant Ball	+15	+10	+7	+4/+15	+10	18	SAR6	27	85	25	36
							KN	24	82		
							15R	14	85		
Cavalry Troopers	+4	+7	-3	+3/+10	+6	16	SAR6	15	73	8	29
							15R	2	73		
Ames, Isaac (Ranger)	+18	+7	+2	+3/+10	+2	16	FDR6	31	69	--	32
							15R	16	69		
Bindler, Rosco (Ranger)	+12	+10	+5	+4/+15	+6	18	FDR6	26	81	10	36
							9R	11	81		
							KN	21	76		
Breck, Alan (Ranger)	+15	+10	+2	+4/+15	+6	16	FDR6	29	81	2	33
							15R	14	81		
Hooper, Rex (Ranger)	+15	+7	-3	+3/+10	+2	15	FDR6	28	69		
							2SG	13	69		
Peeble, Nacker (Ranger)	+12	+15	+10	+4/+15	+8	17	FDR6	26	88	--	38
							15R	11	88		
							2D	21	88		
							KN	21	83		
Saxon, Clint (Ranger)	+18	+10	-3	+4/+15	+8	17	FDR6	32	83	5	31
							15R	17	83		
							SAR5	30	83		

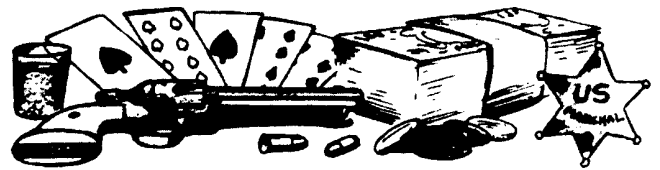
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SCENARIOS

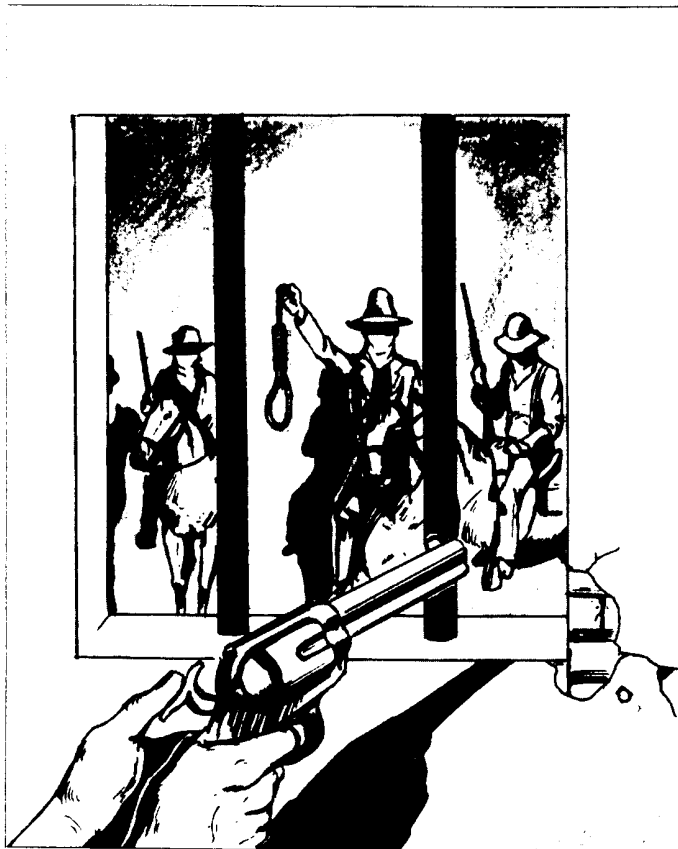
The seven scenarios that follow can be used by the GM as incidents in his campaign or they can be played out as separate adventures for several players. There are at least 2 possible sides to each scenario. The **BOOT HILL™** game sequence of play is followed throughout.



1. HOLLISTER'S LAW

Informed of trouble at the **TRAIL DUST SALOON (29)**, Marshal Hollister leaves the **RIO GRANDE (34)** and walks up Allen Street toward a disturbance in front of the saloon. He is armed with his **FDR6** and a hunting knife. Outside the **TRAIL DUST** is **Mark Young**. He is being harassed by three members of the **COWBOY FACTION** because he has been passing out handbills for **Derrick Avery (LAW & ORDER** candidate for city council). The three **COWBOY FACTION** partisans are **Elmer Koontz**, **Perry Long** and **Kurt Lynch**. All three have had several drinks. As Hollister approaches, Lynch notices him and motions to his companions. As the three men turn toward the marshal, Mark ducks under the narrow wooden porch of the **TRAIL DUST**. Since Koontz, Long and Lynch are all slightly liquored up and have their pistols on them, they are in no mood to take any nonsense from Hollister. The marshal stops in front of the **HAMILTON FISK LAW OFFICE (32)** and suggests to the three that they hand over their guns which they don't need in town anyway. The three laugh. Someone makes a move....

First, the players should set up Koontz, Long and Lynch in any squares in front of the **TRAIL DUST** first. Hollister is then set up between Fisk's office and "Painless Jim" Eaton's office. The scenario ends when Hollister is dead or unconscious or all three of his adversaries are dead, unconscious or have surrendered. A check must be made against Koontz's and Long's **BRAVERY** if Lynch is killed or seriously wounded. If they fail the check, they will drop their guns and try to surrender (the marshal can still shoot them, though).



2. HANG 'EM HIGH

Marshal Hollister is locked inside his office (**10**) and has Elmer Koontz locked up in the attached jailhouse. It is about 8:30 on a moonlit night and a band of hooded armed men has gathered outside the jail. They include: **Rudy Baines**, **Carl Berman**, **Alton Boyd**, **Hannibal** and **Maxwell Brown**, **Mathias Dandoy**, **Patrick Enion**, **Coolie Fagen**, **Roger Fly**, **Fred Giesler**, **Boston Harker**, **Bif Johnson**, **Kevin Kelly**, **Cole Rixton**, **Ike Sherman**, **Eric Lee Smith** and **Josiah Young**. The men are all armed and they have brought along a rope. They intend to hang Koontz for accidentally shooting Josiah Young's boy, Mark, while resisting arrest. Hollister refuses to turn over his prisoner and the mob prepares to storm the jail.

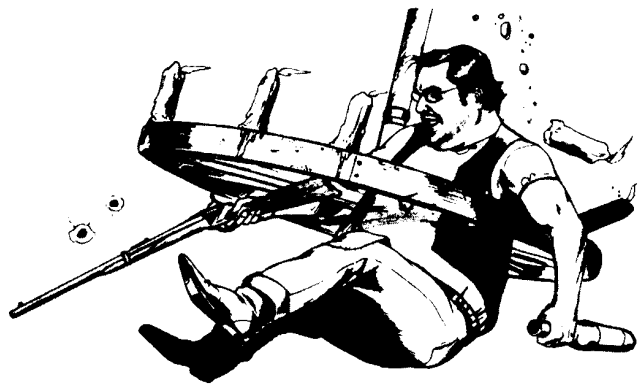
In preparation for this very situation, Hollister has blown out the lights inside the office, loaded all of the rifles and shotguns in the place and turned Koontz loose and armed him. As the vigilantes advance, Koontz and Hollister take careful aim at the figures silhouetted by the lights of the **GREAT WESTERN BOARDING HOUSE & CAFE (1)** across the street....

The players should set up Koontz and Hollister first and then set up the crowd outside. Players on the vigilante side should each control 4 to 6 characters. The **BRAVERY** of all the vigilantes except **Patrick Enion**, **Fred Giesler**, **Cole Rixton**, **Eric Lee Smith** and **Josiah Young** should be checked whenever any of those five persons except Young is killed or seriously wounded. Those who fail their check run away. Koontz's **BRAVERY** must be checked if Hollister is seriously wounded or killed. If he fails his check, he immediately charges out the front door and makes a run for it. Whenever there are less than 5 vigilantes left, the game is over and the remaining citizens run away. If Koontz is still alive and the vigilantes are still outside after 5 minutes, the game ends because members of the **COWBOY FACTION** have been alerted and are coming to the rescue.

3. MONGO BAILLY'S BACK IN TOWN



Informed that notorious rustler and gunman, Mongo Bailly is in town and tearing up the **LONG BRANCH SALOON (35)**, Marshal Hollister arms himself with his pistol and a double-barrelled shotgun and enters the saloon by the front door. Inside, Bailly has downed about six drinks and is in the process of trying to shoot down the crystal chandelier with his six-shooter. The place is empty except for Ray Singer who is hiding behind the bar. Everyone else has either run outside or hidden upstairs. Mean as Bailly is when drunk, he is a usually likeable rascal, very popular with the **COWBOY FACTION** and a personal friend of Hollister's. The marshal must try to talk Bailly into coming quietly to jail. If he fails, Bailly will probably take a shot at him. The marshal cannot shoot until Bailly does. Both men will then shoot to kill. The marshal is placed in the doorway of the saloon first. Then Bailly is placed anywhere inside on the first floor except behind the bar.

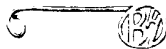


4. FLASHMAN'S HONOR



Gambler Paget Flashman, one of the **COWBOY FACTION**'s strongest supporters, has been a thorn in the side of the **LAW & ORDER** people throughout the campaign, persistently heckling the faction's candidates and causing trouble at **LAW & ORDER** rallies. So when **LAW & ORDER** "campaign worker" Dylan MacLeash gets into a high stakes game of draw poker with Flashman at the **LONG BRANCH SALOON (35)**, it is possible that motives other than recreation are present. As the evening progresses, MacLeash continues to lose heavily. Flashman wins big. By 10 o'clock in the evening a crowd of curious watchers has gathered. It is then that Dylan MacLeash accuses Flashman of cheating. Incensed at the accusation (which is for once untrue), Flashman suggests that he and MacLeash step out into the street. Both men are armed. Both are dangerous. Only one will walk away. One of the characters should be placed at each end of the block in which the **LONG BRANCH** is located in the center of Main Street. Once in place, they can begin walking toward each other or draw and fire at the players' discretion.

5. DARK OF THE MOON



Intent on revenging Paget Flashman's killing, Conrad Booth and Edsel Trask lay in wait for Dylan MacLeash behind the **LONG BRANCH SALOON (35)**. All three men are armed with pistols. As MacLeash steps into the outhouse by the saloon's back door, the two gunmen advance from their hiding place behind **SLADE'S SHED (37)**. However, both Trask and Booth have had several drinks and are a little unsteady on their feet. Trask trips over a rock and MacLeash is alerted. Sticking his head around the corner of the outhouse, he sees the approaching assassins, recognizes them and reaches for his gun....The players should first place MacLeash at the door of the outhouse. Then Trask and Booth should be placed between the outhouse and the shed about 12 feet (2 squares) away from MacLeash. The two sides will fight to the death in this unlighted yard without even a moon to help their aim.

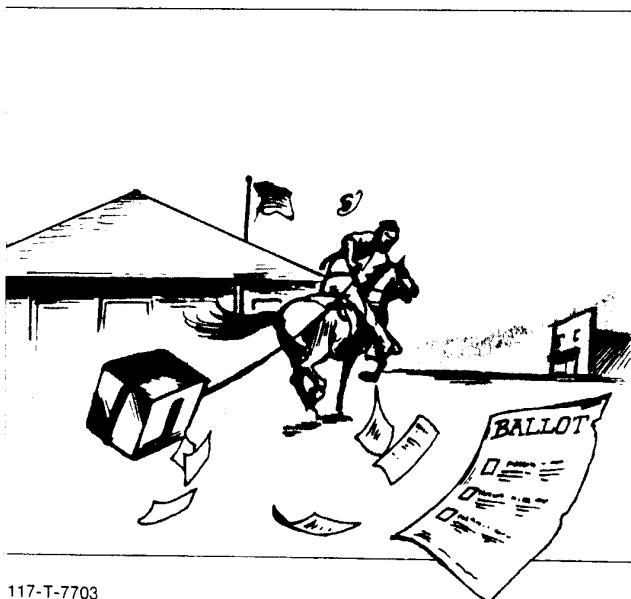


6. THE BATTLE OF PROMISE CITY

In the last week of the campaign, the **LAW & ORDER FACTION** is about to hold their final big rally on Main Street between **CASSIDY LUMBER (60)** and the **WELLS FARGO BARN (65)**. There have been rumors that **COWBOY FACTION** ruffians intend to break up the gathering so the word has gone out to all loyal **LAW & ORDER** folks to come armed. An (a) after the name of the person indicates that he is armed. At the beginning of the scenario, the following persons are in the lumber yard, in the freshly-cleaned corral of **WELLS FARGO** or are in Main Street between the two. **Derrick Avery (a)**, **Carole**, **Louisa**, **Richie** and **Rudy Baines (a)**, **Helen** and **Stanley Barker**, **Ilsie** and **Lemuel Bauer**, **Parker Baxter**, **Carol Berman (a)**, **Hannibal (a)**, **Liza** and **Maxwell Brown (a)**, **Jem (a)** and **Travis (a)** **Calhoun**, **Jenny Campbell**, **Neal Cassidy (a)**, **Halbert Cleese (a)**, **Mathias Dandoy (a)**, **Rafe Dobbins (a)**, **Jim** and **Beth Eaton**, **Louis**, **Moir** and **Patrick Enion (a)**, **Duncan Frye (a)**, **Bret Hollister (a)**, **Kay Kaufman (a)**, **Mary** and **Kevin Kelly**, **Zachary Morand (a)**, **Cole Rixton (a)**, **Kris (a)** and **Luke (a)** **Wagner** and **Angela Young**. **Avery** and **Hollister** occupy a 6 foot high, 6 foot deep, 18 foot long speaker's platform between the **CASSIDY LUMBER** offices and the **COMMUNITY SCHOOLHOUSE (63)**.

A second group is assembling down at the **LONG BRANCH SALOON (35)**. **James Adams**, **Conrad Booth**, **Dave Carleen**, **Tector Driscoll**, **Larry Freed**, **Cisco Halston**, **Jesus Huerta**, **Codie Jarret**, **Job Kane**, **Nick Karp**, **Jeff Mills** and **Tom** and **Teddy Whipple** have decided to attend the **LAW & ORDER** rally as representatives of the **COWBOY FACTION**. All are armed.

Meanwhile, at **CONDON'S BANK (40)**, **Joe Weems**, **Shotgun Sally Fox**, **Mongo Bailly**, **Brice Koontz** and **Dudley Yeats** have just walked in the door and presented an astonished **Bruce Maxwell** with an offer he can't refuse ("Open the safe or we'll blow your head off"). **Pamela Yeats** is holding the robbers' horses which are standing on Front Street outside of **SLADE'S HARDWARE (38)**. In addition to **Maxwell**, **Scott Taylor** and both of the **Condons** are inside the bank. If all goes according to plan, the **Condons** will see the wisdom of handing over their money and the robbers will then tie up the bank owners and employees and ride out of town while the citizens are busy with their rally. Since the bank is supposed to close for the rally anyway, no one will know it has been robbed until late in the evening when **Ginger Maxwell** and **Mina Taylor** come looking for their husbands. The only problem is that the **Condons** are both armed and neither has any intention of handing over the bank's money. As **Rafe Dobbins** finishes tuning his fiddle and starts playing a rousing tune for the crowd, shots are heard from the direction of **CONDON'S BANK**.



7. ONCE UPON A TIME IN THE WEST

The time is 6:35 pm on Election Day. **Judge Isby** and **Dennis Winston** are in the **RIO GRANDE (34)** having supper along with **Marshal Hollister** and **Deputy Sheriff Hunter**. Almost everyone else in Promise City is home doing the same. It is a time of peace in the wake of the strenuous and sometimes violent political campaign. As **Nat Isby** is cutting into an enormous slice of **Trish Christen's** famous apple pie, he hears the shrill piping of a young child's voice crying, "They're stealin' the ballot box!"

Outside the **COMMUNITY SCHOOLHOUSE (63)**, **Mongo Bailly** and **Joe Weems**, the sole survivors of the failed **Condon's Bank** Robbery the week before are in the process of mounting their horses and thundering out of town with the ballot box containing the untallied votes from the election. As **Marshal Hollister** and **Deputy Sheriff Hunter** tear out the door of the cafe, the judge drolly observes, "Appears they might intend to hold your little election for ransom, boys. May I suggest that a posse is in order?" Using the **BOOT HILL™** game's **POSSE** rules, the players must catch up with **Weems** and **Bailly** and get the ballot box back to **Isby** without it being damaged or opened. The GM plays the two outlaws.

"They're stealin' the ballot box"

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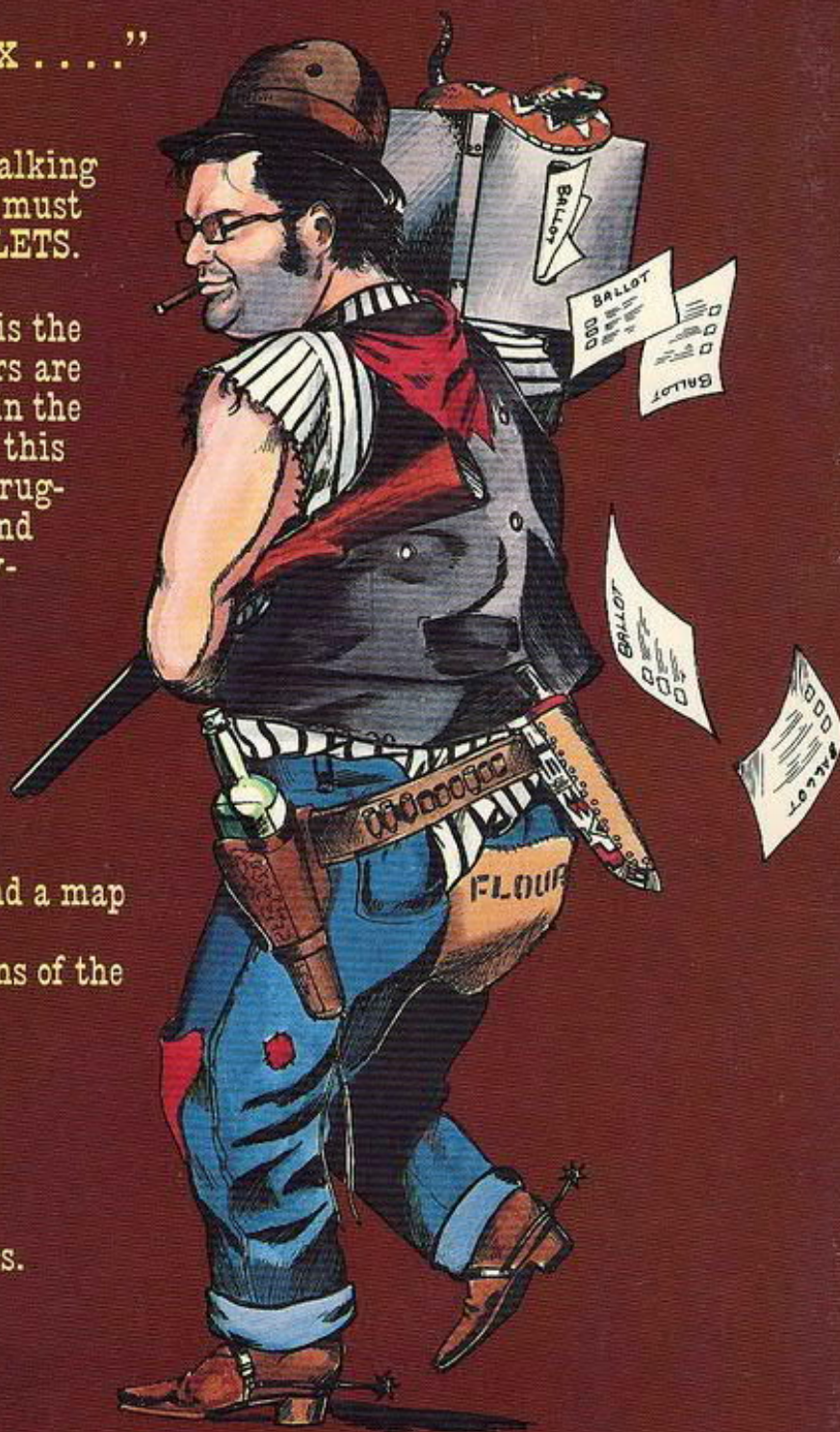
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